

PLAY-TO-WIN SWEEPSTAKES
NO PURCHASE NECESSARY
SEE P. 17 FOR OFFICIAL RULES

GAME

A Signal Research Publication
\$2.95 \$3.95 CANADA Vol. 1 No. 3

TM

A SIGNAL
RESEARCH, INC.
AFFILIATION, NOT
NINTENDO OF
AMERICA, INC.

SPECIAL
BUYER'S
GUIDE

Player's STRATEGY GUIDE to GAME BOY GAMES

SUPER STRATEGY:

BUBBLE GHOST
GARGOYLE'S QUEST
MERCENARY FORCE
MR. CHIN'S GOURMET
PARADISE

REVIEWS & PREVIEWS:

BEETLEJUICE
DUCKTALES
GODZILLA
IN YOUR FACE
THE RESCUE
OF PRINCESS BLOBBETTE
ROBOCOP
R-TYPE
TASMANIA STORY
& MORE TOP GAMES

TEENAGE MUTANT NINJA

TURTLES

FALL OF THE FOOT CLAN

Display Until
January 15, 1991 01515



Nintendo and Game Boy are registered trademarks of Nintendo of America Inc.

"...it's just as addicting as Tetris."

— Nintendo Power™ May/June 1990

GET READY FOR A MIND-WRENCHING EXPERIENCE. PIPE DREAM.™

WHAT IF YOU HAD A WHOLE WAREHOUSE FULL OF PLUMBING PARTS COMING AT YOU? AND YOU HAD TO BUILD A HUGE PIPELINE OUT OF THEM? WHAT IF THERE WAS A BIG PUZZLE OF SLIMY GREEN STUFF CALLED FLOOZ? AND IT WAS RUNNING THROUGH THE PIPES RIGHT BEHIND YOU? WELL, THAT'S THE WHOLE IDEA BEHIND *PIPE DREAM*. IT HAS BASIC, EXPERT, AND TWO-PLAYER MODES. IT HAS 256 LEVELS TO GET INTO. AND YOU GET BONUS ROUNDS EVERY FOUR LEVELS. YOU ALREADY KNOW WHAT *NINTENDO POWER* MAGAZINE SAYS ABOUT IT. BUT THERE'S ONLY ONE WAY TO SEE HOW INTENSE *PIPE DREAM* REALLY IS. GO DOWN TO YOUR NES®/GAME BOY™ DEALER AND SEE FOR YOURSELF.



It takes about five seconds to get the idea. It can take a lifetime to get good at it. Really good.



BULLET-PROOF SOFTWARE™

8337 154th Ave. N.E., Redmond, WA 98052 206-861-9200



PIPE DREAM

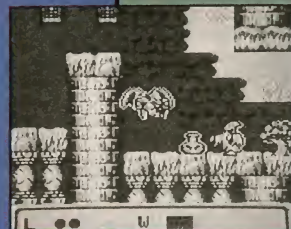


ON THE
GAME BOY



ocean

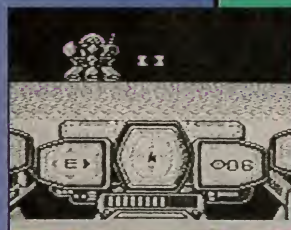
TABLE OF CONTENTS



18



33



46

EDITOR'S NOTES.....4

TEENTALK.....6

The host of TV's "Wake, Rattle, & Roll," R.J. Williams, talks about his favorite games

SUPER STRATEGY

- Bubble Ghost.....8
- Gargoyle's Quest.....18
- Mercenary Force.....28
- Mr. Chin's Gourmet Paradise.....33
- Teenage Mutant Ninja Turtles: Fall of the Foot Clan.....38

REVIEWS

- The Amazing Penguin.....43
- Battle Bull.....44
- Catrap.....45
- Cosmo Tank.....46
- Daedalian Opus.....47

- DuckTales.....48
- Ghostbusters II.....49
- In Your Face.....50
- Loopz.....51
- Soccer Mania.....52
- Tasmania Story.....53

PREVIEWS.....54

BUYER'S GUIDE.....69

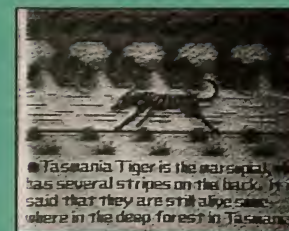
DIRECTORY.....80



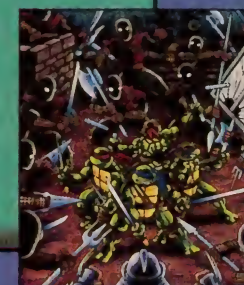
49



50



53



38

GAME Player's STRATEGY GUIDE to GAME BOY GAMES

November/December 1990

Robert C. Lock, Editor-In-Chief
Amy L. Pruette, Senior Art & Design Director

Richard T. Mansfield, Executive Vice President, Editorial
Selby Bateman, Executive Editor
Lance Elko, Editorial Director
Leslie Mizell, Associate Editor
Noreen Lovoi, West Coast Editor
William R. Trotter, Senior Writer
Lisa M. Bouchey, Assistant Editor
Brian Carroll, Assistant Editor
Gary M. Meredith, Assistant Editor
Melanie Poloff, Editorial Assistant
Margaret Ramsey, Copy Editor

Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Senior Graphic Artist
Kelly E. Pinter, Graphic Artist
Jan J. Sebastian, Graphic Artist

James A. Casella, Publisher
Lawrence A. Fornasieri, Senior Vice President, Finance
Tom Valentino, Vice President, Finance
Andrew Eisenberg, Vice President, Advertising Sales
Dominic Mustello, Vice President, Circulation
Cindy Stump, Circulation Manager
Tracy DeAlessandro, Circulation Promotion Manager
John G. McMahon, Dealer Sales Manager
Kathleen H. Ingram, Special Projects Manager
William H. Lock, Operations Manager
Pamela Lambert, Dealer/Customer Service & Production Coordinator

The *Game Player's Strategy Guide* to Game Boy Games (ISSN-1050-5601) is published bi-monthly by Signal Research, Inc., 300-A South Westgate Drive, Greensboro, NC 27407, USA. Newsstand distribution: Curtis Circulation Company. Single-copy price: U.S. \$2.95; Canada, \$3.95. Subscriptions: One year (6 issues) U.S. \$17.00. Canada: Add \$1.00 per issue. Outside U.S. and Canada: Add \$2.00 per issue. For customer service, call 1-919-299-9902. Postmaster please send change of address to *Game Player's*, P.O. Box 53394, Boulder, CO 80322.

Signal Research, Inc., publishes *Game Player's (tm): The Leading Magazine of Video and Computer Entertainment*, plus special *Game Player's Guides (tm)*. Subscriptions to the *Game Player's* magazine: One year (12 issues) U.S. \$26.50. Subscriptions to the *Game Player's Strategy Guide* to Nintendo Games: One year (12 issues) U.S. \$26.50. Canada: Add \$1 per issue. Outside U.S. and Canada: Add \$2.00 per issue. Corporate, editorial, production, and customer service offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located in Fair Lawn, New Jersey, (201) 703-9500; FAX (201) 703-9509. Dealer orders and inquiries should be directed to Dealer Sales at (201) 703-9500.

The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, *Game Player's Guide* to Game Boy Games, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300-A South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

A publication of Signal Research, Inc. Robert C. Lock, Chairman and CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President.

Entire contents copyright 1990, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Player's Guide*, *Game Player's*, *Game Player's GameTapes*, and *Game Player's Sports for Kids* are trademarks of Signal Research, Inc.

Products named in these pages are trademarks, or trademarks, of their respective companies. Signal Research, Inc., an independent publishing company, is not affiliated in any way with Nintendo of America, Inc. Nintendo and Game Boy are registered trademarks of Nintendo of America, Inc.



THE EDITOR'S NOTES

Happy holidays! We'll bet that a lot of you are looking forward to Game Boy machines or new games as presents this year. Though many Game Boys were stuffed into stockings *last* year, the portable game system is expected to be even hotter *this* year.

If you're not sure what games to ask for, take a look inside. We've covered almost every Game Boy title available. You can check out our strategy guide for our cover story game, *Teenage Mutant Ninja Turtles — Fall of the Foot Clan*; read our opinion of sports simulations such as *In Your Face* and *Soccer Mania*; or see if you've missed any games with a glance through our comprehensive Buyer's Guide.

Or if you want to start saving your money early, study our Previews section. From *Beetlejuice* to *The Rescue of Princess Blobette* (a follow-up game to *A Boy and His Blob* for NES) to *WWF Superstars*, we've got an up-to-date list of titles you'll see on store shelves in the months to come.

Don't forget to let us know what you think of *Game Player's Strategy Guide* to Game Boy Games. We want to include what *you* want to see. So write us with your comments, questions, or game tips at The Game Boy Mailbag, 300-A South Westgate Drive, Greensboro, NC 27407.

We'd love to hear from you.

Leslie Mizell
Associate Editor

National Advertising Sales:

Andrew Eisenberg
Signal Research, Inc.
23-00 Route 208 South
Fair Lawn, NJ 07410
(201) 703-9500

Regional Advertising Representatives:

Midwest:
Milt Gerber
John R. Zimmerman
Gerber/Kamikow
60 Revere Drive
Suite 915
North Brook, IL 60062
(708) 291-8900

Southern California,
Arizona, Nevada:
Ed Winchell
Ed Winchell Co.
22700 South
Crenshaw Blvd.
Suite 215
Torrance, CA 90505-3050
(213) 530-4693

Northwest:
Kathi L. O'Neil
111 Anza Blvd.
Suite 212
Burlingame, CA 94010
(415) 579-0258

Marketplace Advertising:
Olivia Merritt
Signal Research, Inc.
23-00 Route 208 South
Fair Lawn, NJ 07410
(201) 703-9500

Please send all advertising materials to Pamela Lambert, Production Coordinator, *Game Player's*, 300-A South Westgate Drive, Greensboro, NC 27407.

GAME BOY

ATLUS

CELESTIAL TANK

TARGET LOCKED ON. FIRE!



TIGER&I VS THE FORCES OF THE MASTER INSECT
THRILLING 2-D SCENES
STRIKING 3-D GRAPHICS
MIX OF BOTH ACTION & STRATEGY



2-D SCENE



3-D SCENE



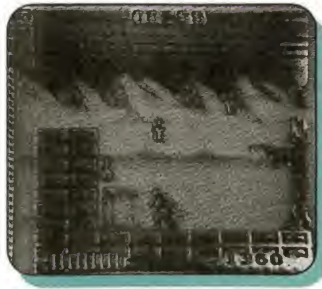
TM & © 1990 ATLUS LTD., ASUKA TECHNOLOGIES, INC.
Game Boy™ and the official seal are
trademarks of Nintendo of America, Inc.

Wake up with R.J. Williams' TV Show

He may be young, but that hasn't hindered R.J. Williams' nonstop Hollywood career. Currently, 14-year-old Williams hosts "Wake, Rattle, & Roll," an exciting new concept in early-morning, live-action shows for young people. He also has a recurring role as Rowdy on "General Hospital" and performs the voices for several popular cartoon characters on "TailSpin," "Gummy Bears," "Dink, the Little Dinosaur," "Kissifur," and "Paddington Bear." Not bad for a kid whose first role was a commercial at age 4.



R.J. Williams, teen host of "Wake, Rattle, & Roll"



The Castlevania Adventure, one of Williams' favorite games

than my Atari Lynx because it has so many more games. The only thing I don't like is that the games are in black and white. It would be a much better system if it were in color.

"My favorite video-game system is the Sega Genesis, but it's not portable. I like the Game Boy because I can take it to work. I often play games on the set, as well as in my dressing room. It's great to play in the car on long trips, too."

So far, Williams has nine games for his Game Boy. Some of his favorites include *Super Mario Land*, *The Castlevania Adventure*, *Motocross Maniacs*, and *Tetris*.

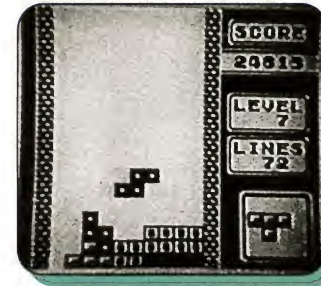
"I'm really good at video-games, but *Tetris* is the hardest game for me. I was able to complete *Super Mario Land* in one day, but I can only get to level two in *Tetris*," Williams says.

While playing *Revenge of the Gator* recently, Williams heard a special game tip. At the point in the game where the doors to the upper screen open, but the

pinball doesn't look like it will stay up there, pause the game — the doors will close, keeping the pinball in the upper screen.

"I'd like to see some more games based on television game shows adapted for the Game Boy," Williams says. "From what I've seen, they're able to adapt NES games to the Game Boy very well."

On "Wake, Rattle, & Roll," Williams plays Sam, a teenager who spends a lot of time in his basement, although his mom, Adrienne Barbeau, talks to him from upstairs, and his inventor grandfather, Avery Schreiber, chats with him via satellite. Williams' co-host is a robot named REWIND — part computer, part VCR, and part TV.



Williams still can't get past the second level of *Tetris*.

"We tape two shows per day, six days a week," Williams says. "In addition to having animated guests on the show, people like Neil Armstrong, Magic Johnson, and D.J. Jazzy Jeff and the Fresh Prince have made appearances.

"The show is sometimes like *Who Framed Roger Rabbit* because I interact with cartoon charac-

ters like Fred Flintstone and Yogi Bear. The show has lots of special effects. It's not a job — I'm having a great time. I'd rather do this than be in Hawaii."

Although he was named as one of *TV Guide's* "Faces to Watch," Williams isn't sure he'll make a career of acting. "Steven Spielberg is my role model. I think I'll either be a director, head of an advertising agency, or a sportscaster."

"Wake, Rattle, & Roll" is produced for syndication by Hanna-Barbera and airs every weekday morning in national markets.

GP

THE ILLUMINATOR™
A GAME BOY™ LIGHT ACCESSORY

"It's the difference between night & day."

See Your GAME BOY™ In a Whole New Light

- Lightweight Design
- Compact Storage
- Adjustable Light
- Great For Travel

Official Nintendo Seal of Quality

See Your GAME BOY™ In a Whole New Light

- Lightweight Design
- Compact Storage
- Adjustable Light
- Great For Travel

GREER

Greer & Associates
25354 Cypress Ave
Hayward, CA 94544
(800) 426-5767

THE ILLUMINATOR™ is a trademark of Greer & Associates Inc. Nintendo™, GAME BOY™ and Official Seals are trademarks of Nintendo of America Inc. ©1990 Greer & Associates Inc.



BUBBLE GHOST

The friendly ghost in this spirited game has everything a playful ghoulish could wish for — a castle to haunt, hidden goodies to search for, and a pouch full of bubbles.

Bubble Ghost from FCI, a new twist on Accolade's version of the game for personal computers, is more playable than the PC version because the little ghost is easier to maneuver with the Game Boy controls than he was with the keyboard or joystick.

The story is the same — a lone ghost is trapped in a 35-room castle he once called home. In order for his spirit to find Nirvana, he must wend his way through the castle without bursting any of his fragile bubbles.

It sounds simple enough, but there's a trick to these haunting high jinks. If *anything* touches the bubble, it pops, so you must move the bubble by blowing on it. You can blow from eight different directions, but pay close at-

tention to where you're aiming the bubble. If it bumps into a castle wall, a trap, a burning candle, or a whirling fan, it bursts.

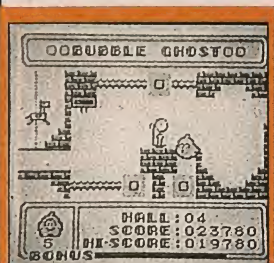
The maze of rooms is filled with hidden passages and secret objects that can earn bonus points for you — so if you spot something that looks a little fishy, blow on it and see what happens. But don't forget to let your ghost breathe. If you hold down button A, the ghost will blow until his face looks flushed.

And if you think the spirit seems happy each time you assist him in completing a hall, he'll be ecstatic if you guide him through all 35 rooms and help him float off to bubble-heaven.

With relatively uncomplicated mazes, simple graphics, and endearing characters, *Bubble Ghost* is a natural for the Game Boy system — and should be a hit with players of all ages.



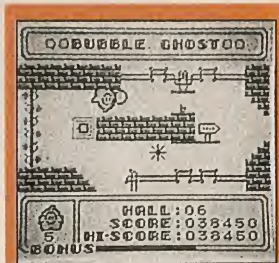
Take a close look at all the strange objects you come across — like this roller skate. Blow on any alien object to see if you can earn bonus points.



The heat from the flame of a lighted candle will burst your bubble in no time. Try blowing the candle out before you float by.



Sometimes electric fans can give you a nudge in the right direction — but they *could* whisk you against a wall and into bubble oblivion.



The bubble always floats in the direction you blow. Points are scored according to the movement of the bubble.

DEAD HEAT SCRAMBLE

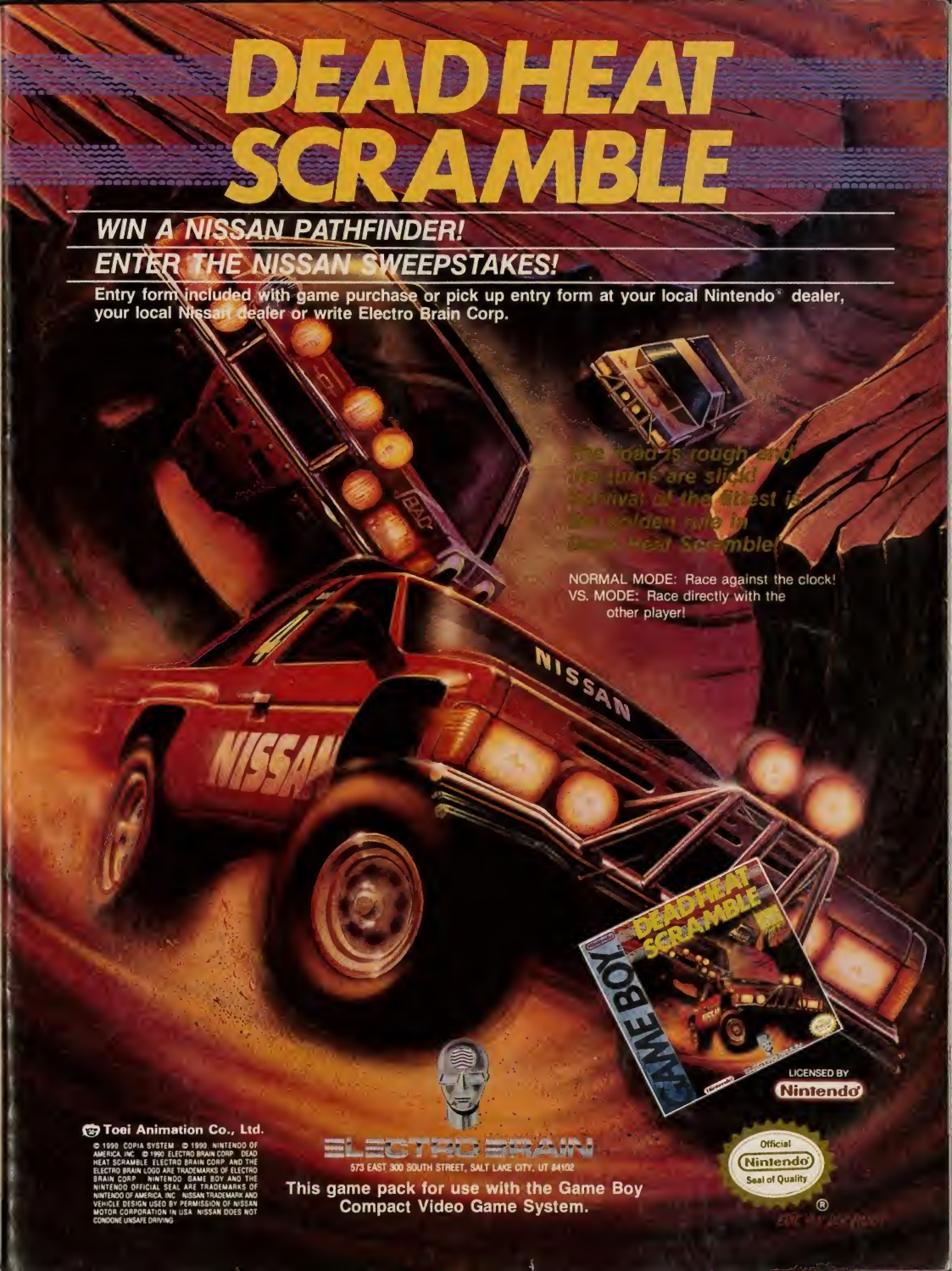
WIN A NISSAN PATHFINDER!

ENTER THE NISSAN SWEEPSTAKES!

Entry form included with game purchase or pick up entry form at your local Nintendo® dealer, your local Nissan dealer or write Electro Brain Corp.

The road is rough and the turns are slick! Survival of the fittest is the golden rule in Dead Heat Scramble!

NORMAL MODE: Race against the clock!
VS. MODE: Race directly with the other player!



ELECTRO BRAIN

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UT 84102

This game pack for use with the Game Boy Compact Video Game System.

© 1990 Toei Animation Co., Ltd.

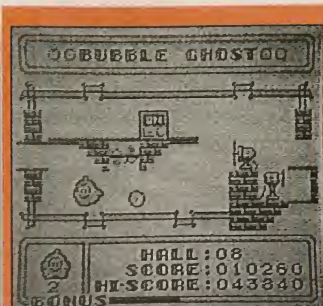
© 1990 NINTENDO OF AMERICA, INC. © 1990 ELECTRO BRAIN CORP. DEAD HEAT SCRAMBLE, ELECTRO BRAIN CORP. AND THE ELECTRO BRAIN LOGO ARE TRADEMARKS OF ELECTRO BRAIN CORP. NINTENDO GAME BOY AND THE NINTENDO OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. NISSAN TRADEMARK AND VEHICLE DESIGN USED BY PERMISSION OF NISSAN MOTOR CORPORATION IN USA. NISSAN DOES NOT CONDONE UNSAFE DRIVING.

LICENSED BY Nintendo





You can change the bubble's flight pattern if you blow on it from a different direction while it's moving.



See if you can find a way to switch off the whirring fans before you weave through the hall.



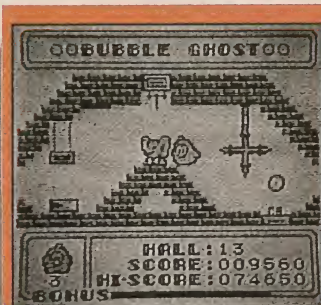
Barbed wire and spiked walls are just a few of the obstacles you encounter in the castle.



Bubble perils lurk at every twist and turn in the castle maze.



You can charm this snake back into its basket by tooting on the horn.



Try blowing in the elephant's ear — he'll treat you to a thundering surprise.



HINT

As you make your way through the maze, look for secret passageways and hidden bonus objects that raise your score. Some secret passages are even warp zones which allow you to skip levels.

OUT OF THIS WORLD SUPERPLAY ACTION!

For action on the go, it's Acclaim's blockbuster SuperPlay hand-held games! With high tech features that leave ordinary hand-helds grounded — like super sound effects, high score memory, and 4-way action controls — you've got an arcade game in the palm of your hand.

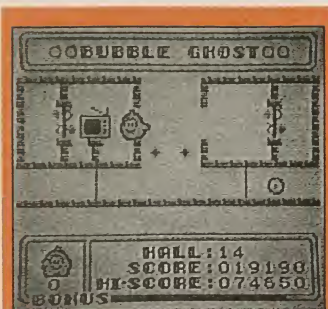
Solve *Bart Simpsons™* *Cupcake Crisis*. Grab your high tech machine gun in *NARC™*. Crash 'n bash your way to the finish line with *Bigfoot™*. For a slam dunkin' basketball, it's *Arch Rivals™*. And for the ride of your life, it's *Total Recall™*.

Any way you play 'em...the action is out of this world.



Acclaim™
entertainment, inc.
Masters of the Game™

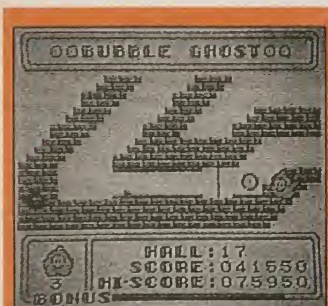
Arch Rivals™ © 1989 licensed from and trademark of Midway Manufacturing Company. NARC™ & © 1988 Williams® Electronics Games, Inc. IronSword™ and Wizards & Warriors™ © 1987, 1988, 1989 Rare Ltd., licensed to Acclaim Entertainment, Inc. by Rare Coin Ltd. Inc. Bigfoot™ and 4x4x4™ TM Bigfoot 4x4, Inc. The Simpsons™ and © 1990 Twentieth Century Fox Film Corporation. All rights reserved. Ring King™ TM & © 1987 Data East. Manufactured under license. Knight Rider™ TM & © 1982 Universal City Studios, Inc. Combat Zone™ TM & © 1989 Acclaim Entertainment, Inc. 1943: The Battle of Midway™ TM & © 1988 Capcom USA, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group licensed exclusively to TitanSports, Inc. World Wrestling Federation™, WrestleMania™ and all other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. All rights reserved. © 1988 TitanSports, Inc. Total Recall™ © 1990 Carolco Pictures, Inc. (U.S. & Canada); Carolco International N.V. All rights reserved. IronSword™, Wizards & Warriors™, Acclaim™, Masters of the Game™, and SuperPlay™ are trademarks of Acclaim Entertainment, Inc. © 1990 Acclaim Entertainment, Inc.



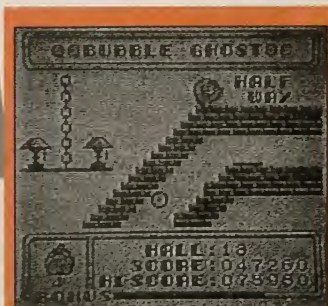
The television looks a little out of place in the deserted castle. Blow on the switches to see what you can tune in or out.



Even the bricks in this place are sharp! Stay close to your bubble in this hall, or your bubble will end up as splattered suds on the wall.



If you time this puff of breath correctly, you can float by while the trap is down. Don't try to go through the wire or you'll slice your bubble.



Make it to hall 18, and you'll be halfway through the haunted castle. But the going gets even tougher from here.



The easiest way to get through this hall is to eliminate the spider. Just puff on his web; he'll be gone, and you'll be on your way.



Once you pass the halfway mark, the spaces through which you have to maneuver become smaller and smaller.



HINT

Don't use all your hot air just to move your bubble. Try blowing out candles and turning off fans to earn extra points — as well as making it easier to travel through the maze.

NICE GUYS FINISH BASHED.

When HQ radios you the bad guy's stats, you hit turbo boost and feel your eyes in the back of your head. But don't just follow that car, **bash it.** Or smash it. Just do what it takes to rid the road of the fastest, nastiest thugs alive.



Think it sounds easy? Think again. Living at 178 m.p.h. is no piece of cake. You've got five missions and hundreds of miles of screaming, twisting, 3D L.A. highways to master, and plenty of innocent drivers to avoid. What's worse, criminals don't stop until you practically



Check your stats and blast off!



Catch him. Book him. And keep him off the road.

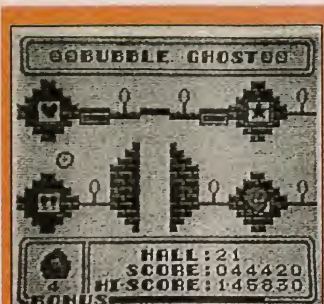
Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM



TAITO

Taito Software, Inc., 390 Holbrook Drive, Wheeling, Illinois 60090

Taito and Chase H.Q. are trademarks of Taito America Corporation. Copyright ©1990. All Rights Reserved. Nintendo, Game Boy, and the official seals are trademarks of Nintendo of America Inc.



If you take a wrong turn (or the easy way out) in hall 21, you end up back in hall 14. Look for an exit on the right of the screen to finish your appointed rounds.



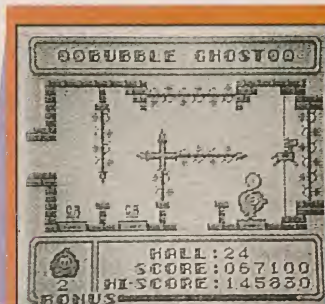
There must be something about the reception in this castle—there sure are a lot of TV sets. Find any hidden bonuses yet?



Stick to the low road in this hall and go slow. The best way to get through the corridor is to take on one trap at a time.



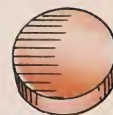
If you blow the bubble down far enough, this fan can help you breeze out of the hall.



Don't worry about searching the hobby horse for a hidden bonus—you're better off if you stay out of the way of its hooves.



If you pop a bubble, the ghost gets upset and turns somersaults.



HINT

The 35-room maze is divided into six levels. Each time you successfully complete a level (rooms 6-11, for example), you get an extra life.

JUMP INTO THE WORLD OF *Dexterity*[™] WITH YOUR GAME BOY!



Dexter Doolittle has an amazing imagination! He can imagine himself to be anywhere he would like—including his many magic puzzle rooms. Guide Dexter on his merry way as he jumps from tile to tile, flipping them over—while he dodges, blocks, and captures captivating characters of all shapes and sizes. You won't find more fun and fantastic hazards in any other Game Boy cartridge than you will in these 30 nimble-fingered, fast-paced rounds of Dexter's dubious imagination!

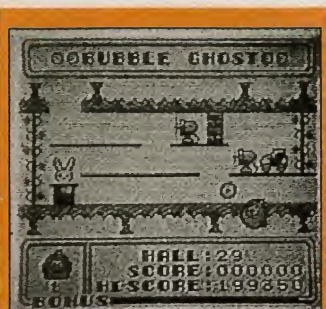
LICENSED BY
Nintendo

Official
Nintendo
Seal of Quality

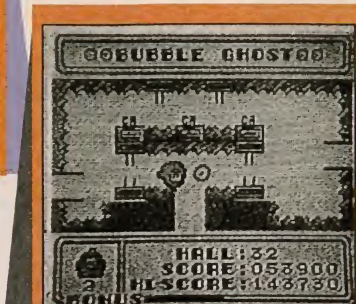
SNK

SNK CORP. OF AMERICA, 246 SOBRANTE WAY, SUNNYVALE, CALIFORNIA 94086.

© 1990 SNK CORP. OF AMERICA, NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.



It will take some magic on your part to pull the rabbit out of this hat.



Your bubble can burst faster than you can take a breath, so keep an eye out for pointed objects—they even come out of the walls at you.



Don't get too excited when you see daylight at the end of the tunnel—there are still obstacles in this hall to clear.



The friendly ghost is usually cheery, but he'll be in unusually good spirits if you help get his bubble through the hallowed halls of his castle.



Though it may look easy to get by these stars, they grow bigger as you try to pass.



If you make it through all 35 rooms in the castle, you'll help your ghostly friend enter bubble-heaven.

GP

Look before you leap into action in any hall. Chances are that one path will be easier than the others in the room.

GAME
Player's

Reebok



PLAY to WIN

Sweepstakes
Enter now!

WIN!

1 GRAND PRIZE:
UNIVERSAL STUDIOS
VACATION FOR FOUR

25 FIRST PRIZES:
MATTTEL® POWER GLOVE™ AND
A PAIR OF REEBOK® THE
PUMP FOR KIDS™

100 SECOND PRIZES:
GAME PLAYER'S™
Power Glove™ Game Tape™

1,000 THIRD PRIZES:
GAME PLAYER'S™ ENCYCLOPEDIA
of Nintendo® Games

2,000 FOURTH PRIZES:
GAME PLAYER'S™ T-Shirt

**Here's all
you do:**

Complete the Official Sub-
scription Form/Sweepstakes
Entry bound into this
magazine. No purchase
necessary to win. See Official
Rules for complete details.

**Subscribe
Now!**

TO THE GAME PLAYER'S MAGAZINE THAT HELPS YOU PLAY-TO-WIN!
Complete and mail the Subscription Form/Sweepstakes Entry now!

OFFICIAL RULES

1. No Purchase Necessary: To enter the sweepstakes, complete the subscription form/sweepstakes entry, or on a 3" x 5" plain piece of paper, hand print your name, address, city, state, zip code, sneaker size, and the words "Play to Win" and mail to: "Play to Win," P.O. Box 784, Glendale, NJ 08027. Sweepstakes begins 10/1/90 and all entries MUST BE RECEIVED BY 12/31/90. Limit one entry per person. Not responsible for lost, late, damaged, misdirected, illegible or postage due mail. No photocopies or mechanically reproduced entries will be accepted.

2. Prizes and approximate retail values are: (1) Grand Prize: 1 week trip to Universal Studios for family of up to 4 (2 adults and 2 children), includes round trip airfare and accommodations. Subject to space and departure availability. Must be taken by 12/31/91. (\$2,500); (25) 1st Prizes: Mattel® Power Glove™ and a pair of Reebok® The Pump for Kids™ (\$170 per set); (100) 2nd Prizes: Game Player's™ Power Glove™ Game Tape™ (\$12.95 ea.); (1,000) 3rd Prizes: Game Player's™ Encyclopedia of Nintendo® Games (\$10.95 ea.); (7,000) 4th Prizes: T-Shirt (\$9.95 ea.) Values of merchandise prizes determined by manufacturers' suggested retail prices, or by what items are commonly known to be selling for at the time this offer was published. Values include handling and delivery charges. Top value may vary due to location of winner and taxes at time of departure. Certain blackout dates may apply.

3. Sweepstakes open to residents of the U.S. and Canada, except the Province of Quebec. Canadian winners must first correctly answer a skill-testing question administered by mail. Employees of Signal Research, Inc., Mattel, Reebok, their retailers, distributors, subsidiaries, advertising and promotion agencies and VENTURA ASSOCIATES, INC., and their families are not eligible. Odds of winning are determined by the total number of entries received. Cancellation of this offer is not to exceed 4,280,000. All federal, state and local rules and regulations apply. Void in Puerto Rico and where prohibited. Taxes are the responsibility of prize winners. No duplicate major prize winners, cash equivalents or substitution of prizes permitted except as may be necessary due to unavailability, when a prize of equal or greater value will be substituted.

4. Winners will be determined in random drawings on or before 1/15/91, by VENTURA ASSOCIATES, an independent judging organization whose decisions are final. Winners will be notified by mail and major prize winners must complete an affidavit of eligibility and release of liability which must be returned within 14 days of date of notification or alternate winners will be selected. Prize notification letters or prizes returned to a sponsor or VENTURA ASSOCIATES, INC., as undeliverable will be awarded to alternate winners. Prizes won by minors may be awarded in the name of parent or adult guardian. If the Grand Prize winner is a minor, a parent or guardian must accompany the winner. Entry constitutes permission to use winner's name and likeness for publicity purposes without additional compensation. Prizes are guaranteed to be awarded.

5. For a list of major prize winners, send a stamped self-addressed envelope to "Play to Win" Winners, P.O. Box 811, Glendale, NJ 08027. Requests must be received by 12/31/90 and will be fulfilled within 90 days after the sweepstakes ends.



GARGOYLE'S QUEST

From the game company that brought you the *Mega Man* series comes *Gargoyle's Quest*. One of **Capcom's** first ventures into the Game Boy market, *Gargoyle's Quest* is a solid effort. The game's designers laid out a quest, then injected it with heavy doses of action to yield a fast-paced, challenging adventure.

The storyline is simple: Firebrand, the guardian of the Realm, must search the kingdom for the sole heir to the Red Gargoyle. That heir is the only being who can restore the magic flame, returning peace to a kingdom attacked by the Destroyers.

Your greatest worry in this game isn't conquering enemies — most foes can be defeated with relative ease. Instead, your biggest headache is navigation. Spikes, flames, crumbling bridges, and piranha-infested waters are just some of the elements that make this kingdom a very dangerous place for a gargoyle to explore.



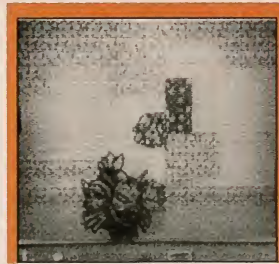
You can make it past these embedded spikes if you jump toward the vial.



You can check your status at any point during the game by pressing the Start button.



Be careful — they just don't make bridges like they used to.



You must avoid any contact whatsoever with this waterbeast. Touch him, and your life supply quickly vanishes.

There are two perspectives in the game — an aerial view and a close-up side view. The aerial view is used when Firebrand is out and about, searching for information and valuable items. The side view is used for all battle scenes.

To progress in the game, you must do some plotting — stop and think about the best course of action whenever you come to a new scene. You should plan the best possible route to safety, remembering that there is often only *one* such route.

You should have a pretty good idea of what Firebrand can and can't do by the time you reach the Dark Tower. This is important because you won't have time to put together a travel plan once you're inside the tower — you'll have to be quick on your feet, with lightning-fast reflexes, to overcome the situations ahead of you.

Lynx Eats Boy's Lunch.



Lynx plays games in living, pulsing color. Next to Lynx, GameBoy's yellow and black screen is primitive.



Blue Lightning™ We also have *Gates of Zendocon*, *ElectroCop*™ and *Gauntlet*™.



Lots of games are available, with more being developed. This guy is from California Games!



Introducing *Klax*™, the arcade hit. *Zarlor Mercenary*™, *Rampage*™, *Xenophobe*™ and *Vindicators*™ are coming soon.



Chip's Challenge™ has 144 levels, all dangerous.



You can connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.

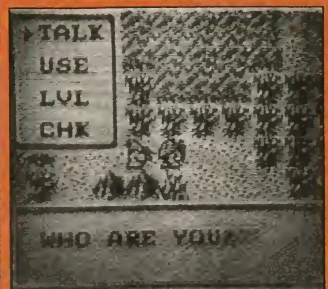
Hey, sorry GameBoy. But Lynx™ is the first color portable game system. It also happens to be a lot more exciting than most home video game systems. Lynx has high definition SuperGraphics, with 16-bit power for faster action, much deeper levels of game play, and the ability to link up to 8 players at once. Try playing Lynx just once. That's all it'll take to leave your little boy games behind.



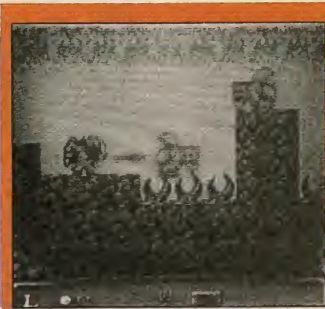
Atari® the Atari logo, Lynx™ and ElectroCop™ are trademarks or registered trademarks of Atari Corporation. ©1990 Atari Corporation, Sunnyvale, CA 94089-1802. All rights reserved. (ElectroCop™) ©1989 Epyx, Inc., licensed to Atari Corp. GameBoy™ is a trademark of Nintendo of America Inc. ©1990 Nintendo of America Inc. Rampage™ is a registered trademark of Bally/Midway ©1990. California Games®, Chip's Challenge™, Blue Lightning™, Gates of Zendocon™, and Zarlor Mercenary™ are trademarks or registered trademarks of Epyx, Inc. ©1989, 1990. Klax™ and Vindicators™ are trademarks or registered trademarks of Atari Games Corporation ©1990. Gauntlet™ is a registered trademark of Atari Games Corp. ©1989 Tengen, Inc. Xenophobe™ is a trademark of Bally/Midway, ©1989.



If you're able to defeat the beast, you've earned entry into the Ghost Realm.



Be a friendly gargoyle — talk to everyone you meet.



You can engage in brief combat and win vials in several locations throughout the Ghost Realm.



Begin firing at the Twin Marrs as soon as you see them.



As long as you're out and about, why not do a little sightseeing? Start by checking out this small village.



Since you've been kind and agreed to help Baron Jark, he'll provide you with the Fingernail of the Spectre.



HINT

While you're on your quest, make sure you investigate every inch of the kingdom. You never know who or what you'll run into. Talk to everyone you meet to get information, tips, and valuable items.

Fist of the North Star

10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!

NORMAL MODE: Challenge the computer!
VS. MODE: Go head-to-head with a friend and create an invincible "dream team" of warriors, each with a special power!

PRESENTED BY

ELECTRO BRAIN

This game pack for use with the Game Boy Compact Video Game System.

Toei Animation Co., Ltd.

TM & © BRONSON • TETSUO HARA / SHUEISHA • FUJI TV • TOEI ANIMATION 1990
TOEI ANIMATION • SHOEI SYSTEM 1990 PRESENTED BY ELECTRO BRAIN CORP.
NINTENDO • GAME BOY™ THE NINTENDO OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

LICENSED BY



This appears to be a trading town. Take the talisman when it's offered.



Don't listen to this trader's admonishments. Buy as many talisman charms as you wish.



The resurrection spell can be found in yet another of the town's dwellings.



This area presents a triple threat — flaming waters, crumbling bridges, and columns of fire.



The deadly Gloom Eyes emerge from this type of flora, so be on the lookout for them.



Hitch a ride on the floating columns — there's no other way to move across some areas in the Dark Tower.



HINT

Try to map out exactly how you're going to navigate through trouble spots. You should pay special attention to where you're going to land *before* you make your jump.

Let's Get Mercenary!

mercenary FORCE™



Licensed by
Nintendo
for play on the
Nintendo Game Boy™



Nintendo, Game Boy and the
official seal are trademarks of
Nintendo of America, Inc.
©1993 Nintendo of America, Inc.
1000 Wilson, Ltd. Printing

Over one hundred years ago during the mighty Shogun Era, the Lord of Darkness sent his fearsome army to terrorize the Japanese countryside. Using the Dark Lord's powerful magic, his evil minions spread famine, plague, and pestilence wherever they went, leaving the peaceful population hopelessly oppressed. It's up to you to recruit a lethal Mercenary Force from a band of deadly warriors and free the country from the Dark Lord's ruthless reign of terror.

Now Nintendo® Game Boy™ players can get mercenary with Meldac's completely new type of action/shooting game, **MERCENARY FORCE**. Voted one of the top 10 game introductions in 1990 by Japan's Game Boy Club Magazine, Mercenary Force brings superior graphics and incredible stereo sound to Game Boy™ software. So if you have a head for strategy and a body for action, what are you waiting for? **Let's Get Mercenary!**

meldac

Meldac of America, Inc.
1801 Century Park East
Suite 2210
Los Angeles, CA 90067

For more information
please contact:
National Sales Department
Telephone: 213/286-7040
Fax: 213/286-7039



Check for items everywhere. This tree near the palace is a good place to search.

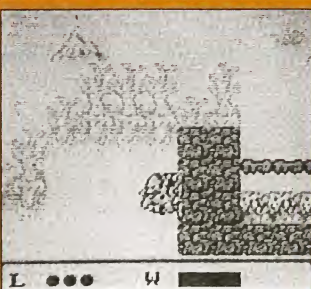
TALK
USE
LVL
CHK

THE WINGS OF THE FALCON!

You'll find the Wings of the Falcon near the tree. You can use the wings to take flights of longer duration.



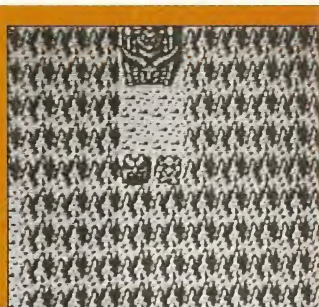
To defeat the Gorillar, jump on the suspended block to the left and fire away.



To leap from one side of the dilapidated bridge to the other, use the Wings of the Falcon.



One of the game's many Gorillars is located just before the broken bridge.



If you can find the right skull cave (there are several fakes), then you'll stumble on this — the final castle.



HINT

Defeating enemies soon becomes routine. Your priority in each confrontation should be avoiding contact with your foes. To kill them, all you need to do is launch a few fireballs.

You Can't Take It With You!



Revenge of the Gator™

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy™ make it portable.



SHANGHAI™

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game, strategies, even how to read the Chinese characters—the only thing we can't teach you is how to quit!

Licensed by
Nintendo®

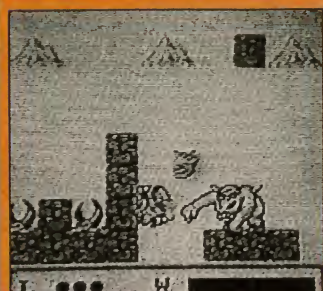
HAL™
HAL AMERICA INC.

The Funtastic Specialists™

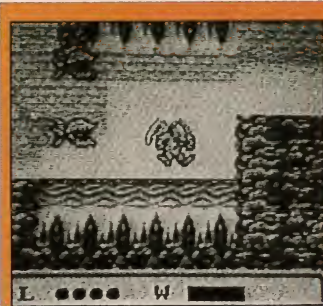




Use recesses in the fortress walls for protection from falling objects.



You can bait this Gorillar by luring his fire from above, then going low for your attack.



You must make it through this passage to get through the skull cave and reach your enemy.



You can use one of your weapons to produce these steppingstones.



Instead of going across and up, try going down this corridor.



The only thing that stands between you and the eternal candle is this enemy. To defeat him, use your fireball weapon while flying in a circular motion.

GP

HINT

Make mental notes of the scenery as you progress through the Dark Tower — chances are that you'll be coming back down at some point. You need to know where safe places to land are located.



TOHO CO., LTD. GODZILLA[®]

GAME BOY[™]

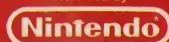


Destroy all rocks and advance to the next scene!

Somewhere among 64 scenes Minilla[™] is confined!



Licensed by



NINTENDO, GAME BOY AND THE OFFICE SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989 NINTENDO OF AMERICA INC.



TOHO CO., LTD.

2049 Century Park East, Suite 490,
Los Angeles, CA 90067
TEL: (213) 277-1081

FAX: (213) 277-6351

© 1990 TOHO COMPANY, LTD.

GODZILLA[®] is a registered trademark of TOHO COMPANY, LTD.
MINILLA[™] is a trademark of TOHO COMPANY, LTD.

I'll be back...
ON "GAME BOY"!!

MERCENARY FORCE

With only two titles in its Game Boy library, *Meldac* has already gained a reputation for innovative and somewhat off-the-wall games. In its first game, *Heiankyo Alien*, a samurai ran around burying space aliens with a shovel. In *Mercenary Force*, *Meldac* gives us what is surely the most complex shoot-em-up game yet designed for the Game Boy system.

In fact, *Mercenary Force* is considerably more than just a shooting game. You begin by choosing the composition of your four-man army. Each type of warrior — monk, mystic, ninja, samurai, and servant — has unique abilities, and each costs a different amount to hire (they are, after all, mercenaries).

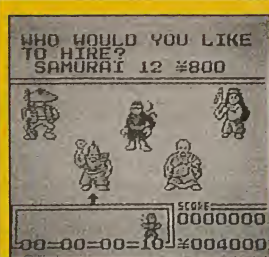
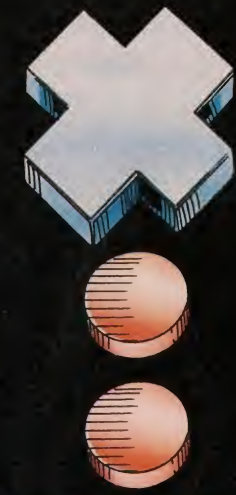
As you proceed through six levels of action, you must often change the formation of your force to adapt to the nature of the opposing army and the terrain. Putting a dif-

ferent type of warrior in front and changing the formation arrayed behind him can completely change the effectiveness of your firepower.

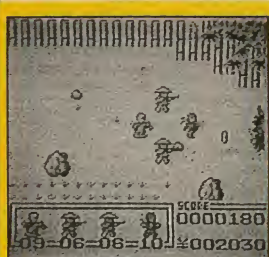
Your army's strength and efficiency are also determined by its composition. In the Formation of the Forest, for example, you can use three servants to shoot straight ahead with maximum effect; but if you put a servant in front and have a monk and a mystic (in that order) follow him, you'll have a 180-degree arc of fire.

As you battle through the game's 72 (!) different screens, you'll encounter 54 different types of demon-enemies.

Mercenary Force is almost more game than the Game Boy format can contain. There's so much packed into it that it offers both an exceptional amount of strategy as well as exciting arcade action.



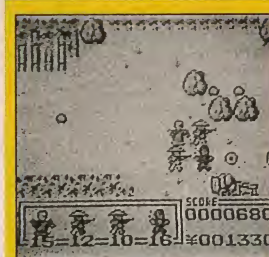
Recruit your party from this screen. You should look for balanced firepower, but don't use all your money — you still need to buy food and medicine.



The Formation of the Wind provides an optimum spread of firepower and is a good choice for the opening of Round 1.



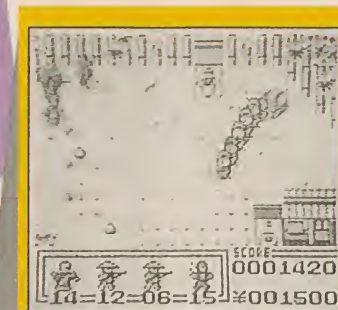
Buy food or medicine in the cafe. You should buy a medicine power-up for the formation leader, and tea and sushi for the entire troop.



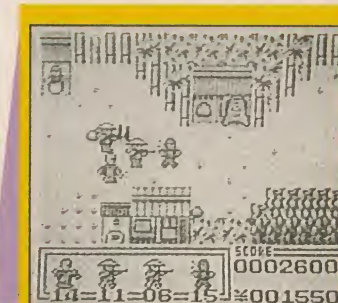
When you travel through a narrow pass, change to the Formation of the Forest to strengthen your defensive posture and firepower.



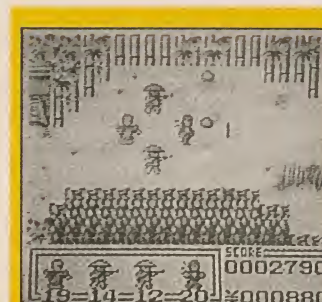
Ninjas attack with throwing-stars! They usually come in high, then angle down (or vice versa). Once you've learned their pattern, they're not hard to defeat.



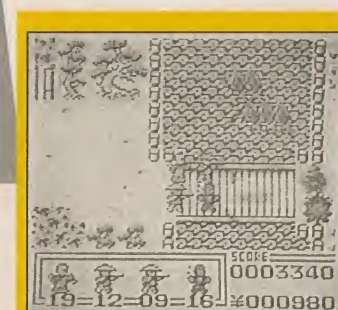
The centipede fires a pattern of three bullets. Stay in the Formation of the Forest, use long-range weapons, and aim for his head — his weakest spot.



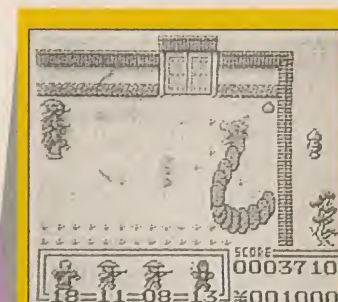
Here's a good illustration of the Formation of Fire. Note the cafe entrance in the background.



The leaping tigers appear quite suddenly. They fire even as they die, so move aside as soon as you shoot them.



As you cross this bridge, fish-men attack you from above. Move forward slowly to lure them down, then blast them. The Forest Formation gives good results here.



Use the Formation of Fire against the dragon at the end of Round 1. Keep your distance and aim for his head — the tail is invulnerable, so don't waste time with it.



HINT

Success in this game depends on developing the strongest overall force — not simply on "plugging in" the most powerful warrior when the action gets hot. Therefore, when you get a chance to increase a warrior's strength — as in the cafes on levels 2 and 5 — it may be smartest to bestow that bonus on your *weakest* character by putting him in the lead when you enter the bonus location.



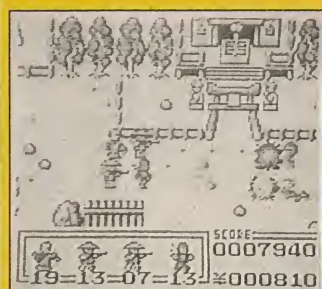
If you want to change characters, you can do so at the end of a round — but remember that you also lose the last soldier in your formation.



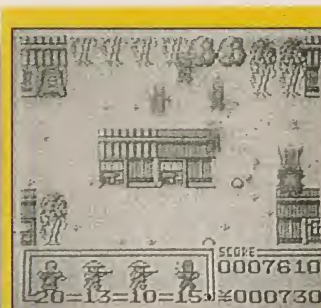
These frogs shoot in a curved arc. Advance or retreat to escape their fire.



In all the cafes in Round 2, you can buy a scripture that turns your leader into a powerful monk. Some players may not want to use this — especially if they're doing well with the troops they have.



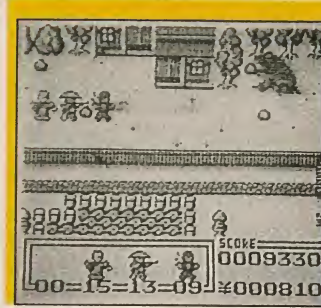
Have your fortune told in the Shrine of the Oracle. If you're lucky, you'll get the powerful raccoon in Round 6 — but only if you don't have a monk in the troop.



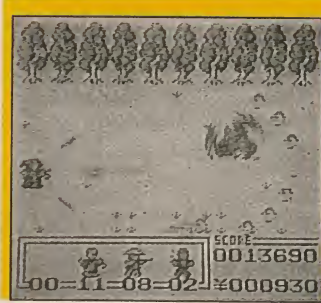
Spring frogs move (often in pairs) along the extreme top and bottom of the screen, then attack suddenly from the front. Your monk or mystic can kill them with diagonal shots.



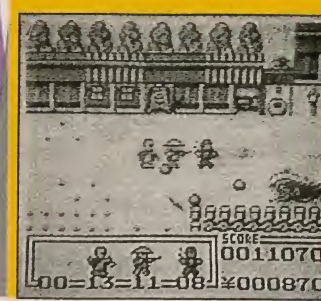
Inside the shrine, you cough up some coins and take your choice. Apparently, good and bad fortunes are random.



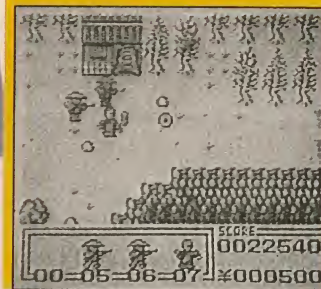
The giant toad behaves very much like his smaller brethren. He lobbs three missiles at once, but if you avoid their arc and concentrate your fire, he's not too tough.



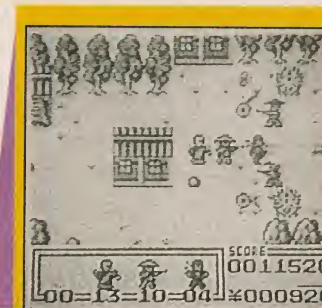
Razor Rat, the boss of Round 2, is tough. Assume the Formation of Fire, observe his firing pattern, and fire when the opening in his whirling shield is facing you.



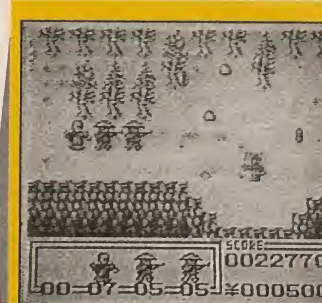
Beware of the leaping catfish! If you advance slowly, you'll probably have no trouble here — but if you charge ahead recklessly, you will.



Since there was no tea to be had in Round 2, your warriors need nourishment by the time they start Round 3. You'd better stop at the cafe before going any farther.



There's a massive attack by gunners at the end of Round 2. They fire straight ahead, so use a good defensive formation and blast a path through the middle of them.



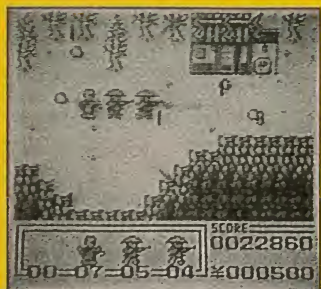
Never put the monk or the mystic in front of your formation — especially if you're short a man or two. Those two characters can't fire straight ahead.

HINT

You really need to master the various types of formations before you can expect to get very far. Since the terrain and enemies are varied in Round 1, but the foes aren't too formidable, take the opportunity to practice shifting formations to meet changing conditions. You'll soon manage the cause-and-effect relationship between formation and firepower by automatic reflex.

HINT

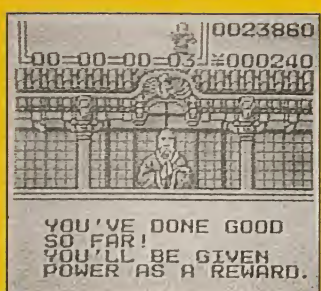
There's an oracle at the shrine in Round 2. Be sure to go inside and spend 100 yen to have your fortune told. Put your mystic warrior in the lead. If you get an excellent reading, you can expect extra good fortune when you get to Round 6.



Lightning bolts fall in threes. Move slowly and stand back so they won't land directly on you, then shoot them for extra cash.



Fireballs fall from both sides. Fake them out by going in close, then drawing back suddenly to let your monk or mystic destroy them.



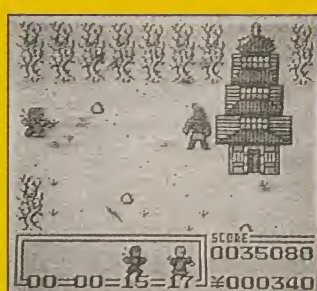
Re-energize your entire troop at the temple — free of charge!



The spitting demon-mask is not as fearsome as he looks. Wait until he splits into four parts, then shoot at all four segments.



Goblins amass at one side of the screen. When they do, pop to the other side and blast them. Use the Wind Formation if you have lots of hit points to spare. If not, use the Formation of the Forest.



This boss starts out tiny but gets bigger every time you hit him. Since his firing pattern is a spiral, he can't hit you if you go to the extreme upper left of the screen.

GP



Having long dreamed of chowing down on succulent momos, Mr. Chin is excited about his first journey into the nesting place of one of the eight tribes of momos.



All seems quiet in the first nesting area. A DEMOE beam weapon is in place, but the momos don't seem to be roaming about yet.

MR. CHIN'S GOURMET PARADISE

Mr. Chin has heard enough. Being a gourmet's gourmet, he's always on the lookout for some new delicacy to try. So when word reaches him that a strange, rare fruit — called a momo — has been found, he knows he must seek out this peach-like delicacy — even if it means danger.

The momo, it seems, has a long, shrouded history. It's been so heavily crossbred with other fruits and vegetables that now it's *mobile* ... it's *deadly* ... but it's still exquisitely delicious.

The scientists at Livermore Laboratory have developed a special weapon, known as a DEMOE beam, which can transmogrify momos into the harmless, tasty Peaches a la Mo. Of course the beam is illegal, but it would take more than simple *laws* to stop Mr. Chin — he just *has* to have those momos.

In each of the eight stages, Mr. Chin visits the known

nesting places of the momo. Armed with the DEMOE beam, he must track down the momos in their lairs, trap them between DEMOE beams, and turn them into Peaches a la Mo. Then he can eat them for points. But the gourmand must take care not to touch the momos before they've changed, or he'll be poisoned (or possibly put in jail for life).

A few items can help Mr. Chin. The mesh floors, for example, allow him — but not the momos — to pass. And Mr. Chin can make new passages by banging his head on the ceiling. A quick head-rap can also uncover special items.

Romstar's *Mr. Chin's Gourmet Paradise* will most likely appeal to younger players — since once you get the hang of positioning the beam weapons, munching momos provides no challenge to experienced game players.



That ledge isn't the best place for a beam weapon, since there's very little room in which to maneuver it into place.



Once you've dropped a DEMOE beam at one end of a level, you can run back to the other end and wait to trap momos.



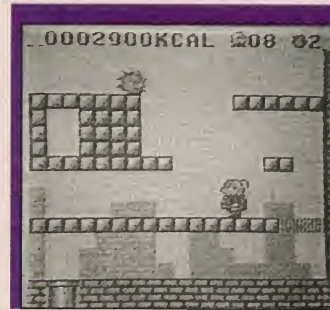
Try to nab momos in bunches. The more momos you can transform and eat at one time, the more calorie points you receive.



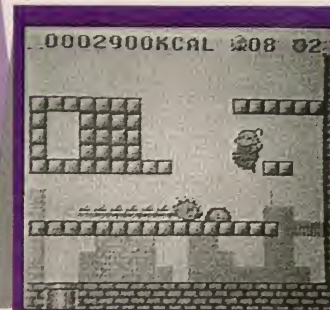
You must eat all the momos on the screen before you can advance to the next level. The number of remaining momos, as well as of the transformed momos, is shown in the upper right.



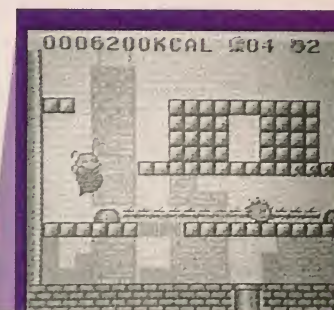
Sometimes, you may want to put off eating the Peach a la Mo creatures and use them to block the other deadly momos instead.



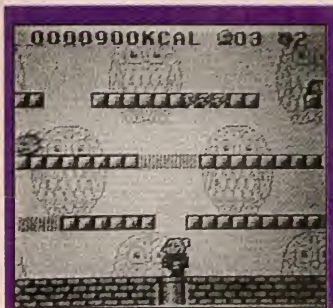
Levels get progressively more difficult because there are more momos to worry about. This puts an increasingly greater premium on weapon-placement strategy.



As a whole, momos aren't too bright. They can be easily lured into position between the beam weapons — especially once their numbers have been diminished.



The momos on the lower levels can be a bit harder to corral in multiple numbers because there are fewer on the screen at any one time.



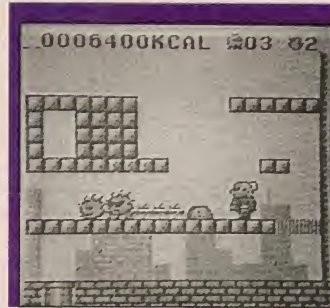
If you ever find yourself trapped on the bottom level — or if you just need a quick way to get from the bottom to the top — you can use these exit tubes.



In the bonus stages, your only concern is to gobble up as many momos as you can within the allotted time. All momos in these stages are harmless.



No one ever accused a momo of being a Rhodes scholar. As these guys drop, they fall right into the mouth of a hungrily waiting Mr. Chin.



Wanting to kill two birds with onestone, you patiently wait until the Yo!Mo and the Slow-Mo are both caught between the beams.



Here's a triple play! In the upper levels, the momos come in swarms — so opportunities for multiple captures (and extra points) are more common.



Even if you don't have another DEMOE beam in place, you can use a single weapon to block off an attacking momo.



HINT

While several items are hidden in the ceilings, you won't want to forget that strategically placed holes can also be useful for trapping momos — especially when you're down to the one or two remaining in a stage.



HINT

If you just want to use a DEMOE beam for defensive purposes, you can lock it before you put it away and it won't fire. Just hit the Select button while holding down the B button. Repeat this to unlock the weapon.



Shredder, with the help of alien archfiend Krang, has kidnapped April O'Neil! It's time to swing into action.



No sooner do you set foot in Stage One than you're attacked by the first of many Foot Soldiers.

TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN

The fearsome foursome of phenomenal superstars whose daring exploits are dazzling the nation — and of course we mean the Teenage Mutant Ninja Turtles — have made their inevitable appearance on the Game Boy in a new game from Ultra.

In this classic adventure of good dudes versus bad dudes, the fiendish Shredder has managed to capture April O'Neil, TV news celebrity and friend to the turtles. Shredder's not the only problem facing our heroes. He has set his army of Foot Soldiers into motion as well. You'll be thrashing evil every step of the way, battling such baddies as Roadkill Rodneys, the Not-So-Great Balls of Fire, the Tubular Transports, and the Nitro-Burning Doughnut (whose frosting is murder).

Fans will happily notice that almost nothing has been

lost in whittling the turtles down to Game Boy size. In fact, *Fall of the Foot Clan* demonstrates once again how surprisingly detailed a Game Boy screen can be. The graphics are sharp, the characters are clearly recognizable, and the backgrounds are uncluttered and attractive.

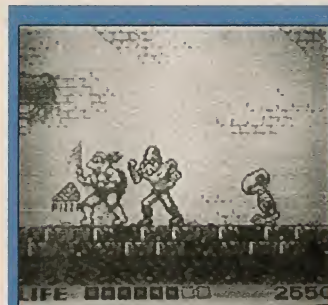
The action is easy to follow because the characters, especially the bosses, are big. You won't have any trouble recognizing your favorite turtle. Each carries his customary weapon and wears the proper initial on his belt. Just because you can follow what's going on, though, doesn't mean this adventure is a piece of cake. But then, fast action and perseverance are what the Ninja Turtles are all about. If you're not looking for a challenge, dudes, then don't bother with this game.



Pizza provides all the nutrition a fighting turtle needs. Never pass up a chance to grab some — there aren't that many chances.



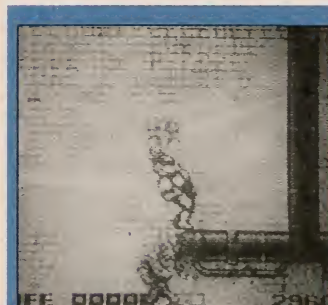
Although sewer water isn't the cleanest or most aromatic substance in the world, you won't lose any points if you take a dip in it.



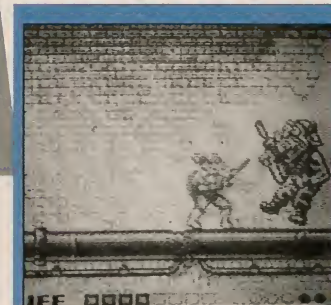
Stage One is called the Traffic Jam for a reason. The enemies just keep coming.



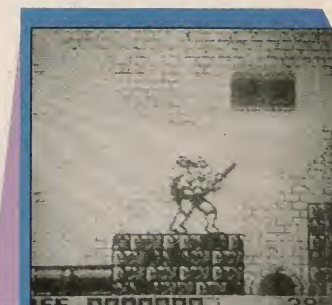
There's no way to stop the Brawling Bikers, so don't waste time trying. Just leap and let them pass under you, but be ready for them to make another pass.



A bonk on the head doesn't do Donatello any good. As you cruise the sewers, advance carefully and stay alert.



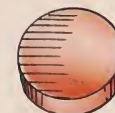
Rocksteady is the boss of the first level, and he's not as tough as he thinks he is. Try to corner him to get in your swings. And don't turn your back on him!



After a long stretch of street action, you'll swing down to the sewers and pick up April's trail. Keep an eye on the ceiling — blocks can fall with little warning.

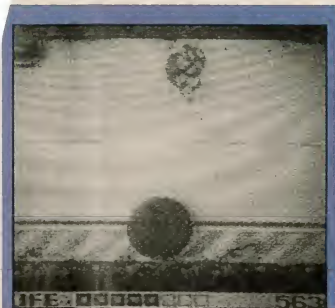


Every stage brings you closer to Shredder's secret hideout — and closer to rescuing April.



HINT

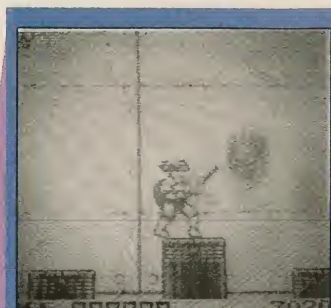
Early in the game, you'll come to double barrels. Hit one of them to uncover a bonus stage. Splinter will offer you a chance to earn extra points by guessing a number between 1 and 999. You get ten chances to guess, and Splinter will tell you if you're "hot" or "cold" after each try.



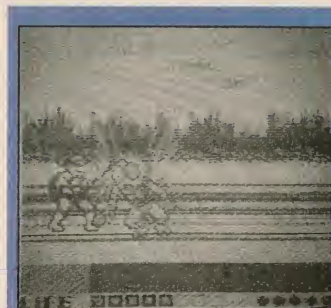
Pull into your shell to jump over the boulders that come rolling toward you.



Here's a rare opportunity — a whole box of fresh, cheesy pizza just waiting for you to grab it.



Great balls of fire! The flame heads are only slightly more dangerous than the molten lava below.



Baxter Stockman, the boss of Stage Three, throws missiles at you from above. Avoid his shots and wait for him to come in close enough for you to strike.



Stage Four is set in a Waste Dump Ravine and takes place above and below water. It's tough!



Because the waters are so dangerous, stay on the logs as much as you can. Teams of foot soldiers try to knock you off.



BeBop, the boss of Stage Two, will charge at you when you least expect it. Again, try to corner him and keep swinging.



Stage Three is set in Queens, New York. Your turtles will have to play in traffic to defeat this slew of Foot Soldiers.



Keep your weapon ready — some of the Foot Soldiers are armed with bricks. You can bat away their missiles with a well-aimed bo.



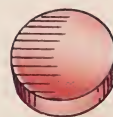
If your Turtle loses all of his life points, he'll be captured. You must pick one of the remaining Turtles if you wish to continue.



A swim might seem like a good idea, but you'll find more than just bluegills in the water.



These hook-beaked Mousers are hard to get rid of if you let them get close enough to take a bite out of you.

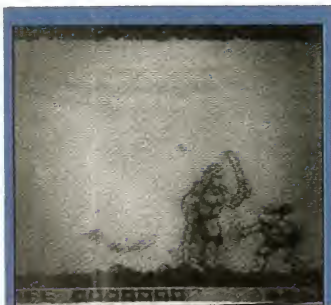


HINT

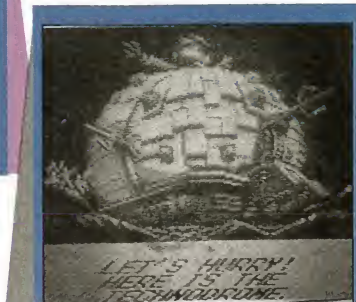
You choose your turtle at the beginning of the game and before each new level. Once you choose a turtle, though, you're stuck with him until you either clear the stage or run low on life and are captured. If this happens, you can select another turtle, return to action, and press on. Once all the turtles have been captured, the game is over.

HINT

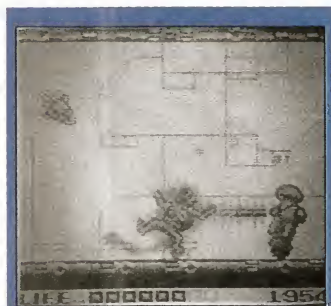
Don't be surprised if one, two, or even three of your turtles get captured as the game progresses. In general, you should send out Donatello first, then Michelangelo, Leonardo, and Raphael. But when facing Krang, you might want to reverse the order so Donatello can administer the final blows.



Shredder, the boss of Stage Four, can disappear and reappear at his whim. Get in your shots when you can, and try to keep moving.



Somewhere in the Technodrome is your final challenge — Krang.



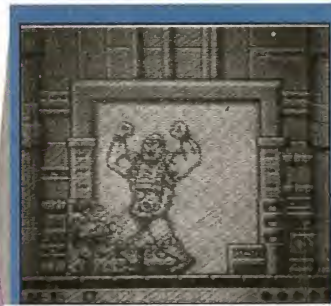
Ouch! One blast from a Rodney Roadkill and you're practically turned into turtle soup.



Mechanical monsters of varying sizes appear from both sides of the screen. Move quickly — they aren't called Spine Stretchers for nothing.



You're almost there — and the fighting is getting heavy. In addition to the Tubular Transports buzzing all around, there are lasers mounted in the ceiling.



The hideous Krang leers at you. All your training is about to be tested. Remember, you're April's last chance.

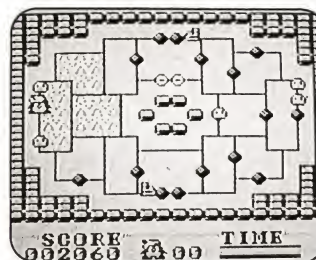
GP

HINT

The high jump kick is probably your best defensive method. Once you've mastered it, you'll be able to defeat everyone from Foot Soldiers to the toughest bosses.



The happy-go-lucky kingdom of the penguins is about to heat up — it has been invaded by Borbon the Great, a wizard who has animated ordinary objects to form his evil army. Pencils, erasers, crayons, and paperclips are chipping away at the kingdom's corridors, and none of the penguins is brave enough to face the army.

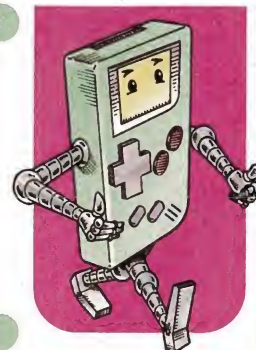


Help Pendrich trace the lines surrounding the panels, picking up the black crests. Once all the panels are filled in and the crests picked up, he can advance to the next room.

The king knows what he must do: He sends his son, Prince Pendrich, to face the wizard. Fortunately, in addition to being royalty, Pendrich is also the fastest and strongest penguin in the kingdom.

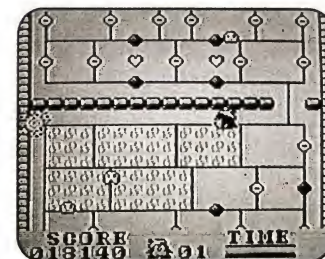
Natsume's first Game Boy title, *The Amazing Penguin*, is actually a puzzle game of sorts. You've probably played the game "Corners" with a friend at school. Lines of dots are drawn in a grid, and two competitors take turns drawing lines joining two dots. Before long

The Amazing Penguin



the lines become squares, then groups of squares (you get the idea).

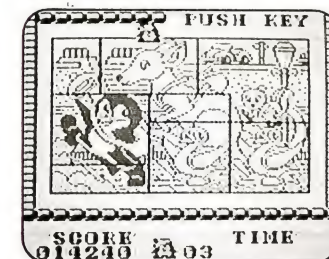
Pendrich must travel through different mazes, riding each one of enemies and the crests placed throughout the lines. Each time he skates



If an enemy is getting too close, Pendrich can fire a missile that blasts the foe to the edge of the puzzle.

around the lines of a panel, it's filled in with a pattern. Once all the panels are filled, he advances to the next maze.

There are 40 rooms in all, and each is more difficult than the one before. Luckily, there's a password given after every completed room. At the end of the labyrinth, Pendrich meets Borbon the Great.



Sometimes the panels are filled in with puzzle pieces instead of simple designs.

The Amazing Penguin takes a simple concept and runs with it. After the first room, the mazes are complicated enough to hold the interest of adults as well as children. And don't be fooled by the simple line drawings. The patterns of the filled panels constantly change, like a crazy quilt of calicos. As an added bonus, every now and then the panels form a cartoon featuring the cheerful little animals of Pendrich's kingdom, including the prince himself. (Is that a tam o'shanter on his head? Or a beanie-crown?)

GP

For years, the mines of Perseus VI have been the source of great riches to the Company. Since most of the mining operations are done by remote-control mining robots, or "bugs," the Company hasn't paid much attention to employee relations — at least, not until now.

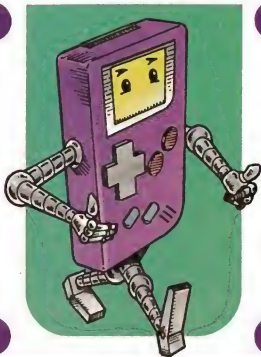
When a computer virus makes its way into the computer operations of every robot in the shafts, it's no longer safe for the few humans on Perseus VI to venture into the mines. So it's up to you to clear the mine shafts of the rampaging robots.

In *Seta's Battle Bull*, you begin with just the basic equipment on your Battle Bull attack bulldozer, but you do have the opportunity to upgrade as you go along. The bugs are still merrily processing the ore down in the mines, and when you crush a bug, it gives up the bul-



Your primary battle tactic — especially in the earlier levels — is to wait for a bug to wander between moveable ore blocks, then crush it for the bullion it has mined.

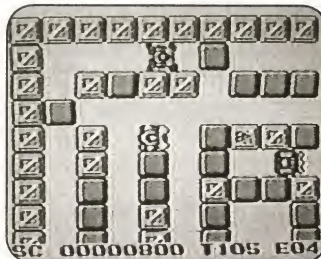
Battle Bull



When you've accumulated a little spending money, make a visit to the engine shop. Buy the best engine you can, as soon as you can.

lion it has accumulated. Once you've picked up enough bullion, you can visit the shop, where engine, shovel, armament (bombs and rockets), and jumping modifications can be bought. You can't get everything at once, so you'll initially

want to invest your money in the best engine you can afford. The idea is always to be just a bit faster than the bugs you encounter — until you can buy more powerful weapons and shovels, anyway.



The farther down you go into the mines, the more bugs you encounter. They're tougher and faster as well, and the mine itself is a more complex maze.

Battle Bull is like a fast-moving chess match in which you must use the stationary and moveable ore blocks to your advantage. Be sure to develop techniques for luring bugs into situations where they can be crushed by ore blocks — especially in the earlier stages, when your firepower is limited.

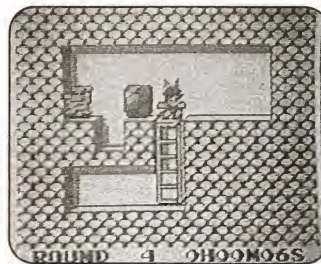
Each new level brings tougher, more numerous bugs, so you can't rest on your laurels for too long. You may find that, despite the increasingly dangerous enemies, the levels all begin to look alike. Still, there's no denying that *Battle Bull* offers enough nonstop action to keep even the top gamers busy.

GP



ong ago there was a land called the Forbidden Area, where monsters freely roamed. Suddenly, they disappeared.

Disappeared, that is, until two young explorers stumbled upon a cave filled with sleeping monsters. When the maddened creatures awoke, they put a curse on the adventurers, turning them into cats, and banishing them to an underground maze.

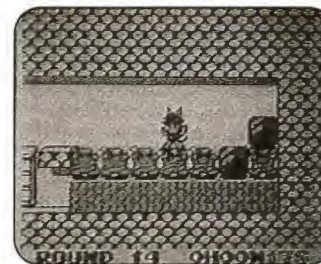
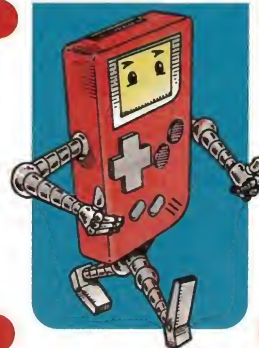


The early puzzles are just as easy to solve as they look. But before long, you'll find yourself in a quandary.

Catgirl and Catboy's only hope of breaking the curse is to find their way out of the maze — all 100 rooms of it. Not only are there terrible beasts throughout the maze, but some rooms also contain pits and obstacles. Your job is to help the two feline-humans work through the maze room by room, pushing blocks into positions where they can fill holes and squash monsters.

Asmik's Catrap is much like Acclaim's *Kwirk: The Chilled To-*

Catrap



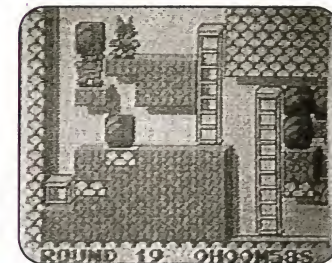
If you need to, you can crash through walls as well as move boulders to catch the enemies.

mato for Game Boy. However, since there are monsters to use and dispose of in *Catrap*, your strategy is quite different. Then, too, the rooms aren't seen just from an overhead view. In *Catrap* there are ladders to climb, and you can drop rocks on your enemies instead of having to

catch them against a wall.

Another interesting feature in *Catrap* lets you design your own mazes by editing the game's many rooms. Don't like the number of monsters? Make a new number. Can't make it over that wide pit? Change the room into one you like and then challenge a friend to solve it.

If you enjoy this type of



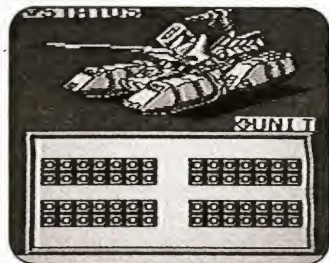
You may need to try different solutions to a puzzle as complicated as this one before you find the trick you need to solve it.

mind-game, you won't be disappointed with *Catrap*. The different puzzles take some thought, but none is impossible if you take the time to plan your moves. And since you can attempt each puzzle as many times as you wish, you'll never lose any progress. The characters themselves — the stout little enemies and the pointy-eared hero and heroine — have a certain charm.

GP

Cosmo Tank immediately commands attention. Asuka Technologies has made a real effort to expand the Game Boy's potential by mixing elements of role-playing strategy with arcade action.

The time is 72 years into the "New Space Age." Mankind has spread civilization onto five new habitable worlds, where flourishing colonies have been established. Suddenly, a race of hostile insectoid aliens appears, bent on claiming the five worlds as its own.

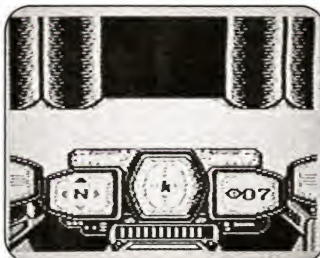
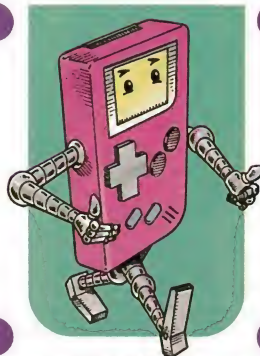


On four of the planets, you'll find the power-up units that you need to finish your campaign against the insectoid cores.

The aliens have seeded a living core inside each of the five planets. Like a giant parasite, the core can devour the planet from the inside out. Your job is to take control of the only weapon that stands a chance against the aliens and eliminate all five of the living cores.

You begin on the planet Desa in the 2-D mode you use whenever you're traveling over a

Cosmo Tank



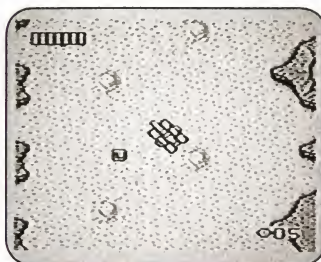
Once you've located the entrance to the underground tunnels, the game switches into a fairly effective 3-D mode — something of an innovation for Game Boy.

planetary surface. The Cosmo Tank is quite maneuverable, but much of the surface-level combat is at very close range.

After you locate the cave that marks the entrance to the underground tunnels where the

core is hidden, the game switches into its 3-D mode. The perspective changes, and a gun sight appears superimposed on the screen. Your radar screen gives you an update on your own position relative to that of the core, and a compass helps you as you navigate through the twisting tunnels.

After you've destroyed the core on Desa, you can select your next destination. Since four of



Cosmo Tank sprinkles a generous supply of bonus capsules on the surfaces of the five planets, but they pop out of existence if you don't grab them fast.

the planets have power-up units that are necessary to invade other planets, you must make some strategic decisions about which planets to visit in which order — or, which to revisit, once you get deeper into the game.

There's an interesting strategic wrinkle to the "versus" mode: Each of the two players gets *unlimited* tanks, and the object becomes a race to see who can destroy the required number of insectoid bosses first.

GP



The people of Daedalus truly appreciate a sense of order. For them, the world is a place of symmetry and balance, where all creatures and things fit into a seamless tapestry. But to gain true awareness, each Daedalian must be tested by solving the puzzles of the 42



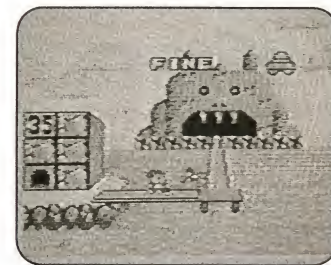
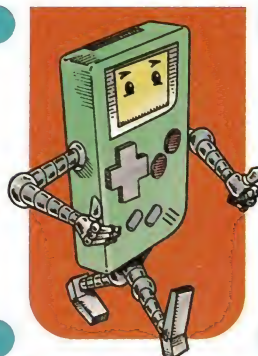
As an apprentice, you face fairly simple puzzles — although even these can be quite challenging when you're dealing with more than five pieces.

island houses. Such a test is the basis of *Daedalian Opus* from Vic Tokai.

The shape of each puzzle house varies; you're given the boundaries of the island and must place geometric Daedalian blocks within the shape to fill it. The first house is a simple rectangle, and you have only three pieces to fill it. The next house requires four pieces, and so on — each new house requires an additional piece, until you have a dozen or more blocks to maneuver within a house.

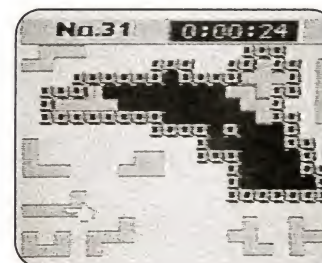
You're in the apprentice stage until you reach 12 pieces,

Daedalian Opus



Each new house presents a progressively greater challenge until you reach the final house — where Dr. Puzzle gives you an extra piece for the ultimate puzzle.

and the puzzle house shapes, to this point, are relatively simple. But once you leave your apprenticeship, the puzzles become much more complex, with irregular shapes and randomly placed obstacles.



The higher levels result in puzzle houses with irregular shapes and multiple solutions. Mapping your games may help you to visualize other possible resolutions.

Because of the number and variety of the pieces, there's often more than one way to solve each puzzle. The game booklet even includes a few pages on which to graph your solutions, so that you can go back and try other ways of solving a particular house. There's also a password feature that allows you to resume your game without having to start over.

Daedalian Opus, beneath the cute introductory and transitional screens, is a good, old-fashioned puzzle game. There's no edge-of-your-seat action — pure mental agility is what's required. If that's the kind of kind of action you crave, *Daedalian Opus* will keep you challenged for a long while.

GP

The adventures of the McDuck family began more than 40 years ago when Walt Disney introduced Scrooge and his quacky relatives. Today, with a syndicated cartoon series, an animated movie, and **Capcom's** *DuckTales* for NES and Game Boy, Disney's feathered friends are more popular than ever.

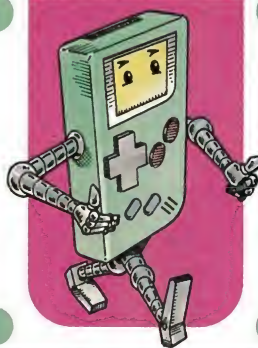


If a diamond appears, grab it quickly. Small gems are worth \$2,000 and big ones are worth \$10,000 — but they disappear in a twink.

You control Scrooge, the world's richest duck, on his quest for priceless goodies. With help from his great-nephews, Huey, Dewey, and Louie, Scrooge must search the Amazon, the Himalayas, Transylvania, African mines, and the Moon, looking for legendary lost treasures.

And not just *any* old lost treasures. He's searching for the scepter of an Incan king, the coin of the lost realm of Transylvania, a giant diamond, the crown of Genghis Kahn, and the green cheese of longevity.

DuckTales

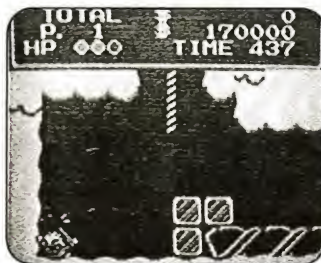


As you travel the world, grab any gold or gems you can — and watch out for skeleton ducks, mummy ducks, vampire ducks, and other enemies that try to foul up your quest.



You meet Launchpad, ace helicopter pilot, once in each land. If you're worried about losing a life (and the riches you've collected), hitch a ride back to Duckburg with him and put your money in a safe.

GP

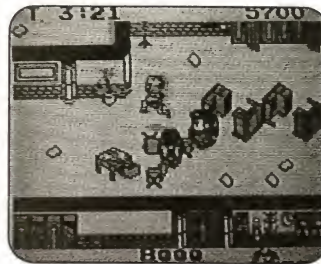


You can't pogo-jump in the snow. If you try, you'll get stuck and Scrooge will lose both his temper and valuable time.

If you're a McDuck family fan, you know that Uncle Scrooge doesn't go anywhere without his cane. And it comes in handy on this adventure. He can use his cane to move obstacles out of his path, bash enemies, or pogo-jump over them. The pogo-jump is a crucial move because bonuses are hidden in treasure chests, and Scrooge can only reach some of them by pogo-jumping. (Hint: You'll get more distance out of your jumps if you press left or right on the control pad while you're pogo-jumping.)

DuckTales offers three levels of difficulty, but the easy setting, combined with whimsical graphics and nonviolent action, makes this a great game for younger or beginning Game Boy players. More experienced players should check it out, too, since there are plenty of challenges on the more difficult skill settings.

It's their second time at bat, and the Ghostbusters haven't lost any of their spunk or proton-power — so they're *still* the guys to call when spooks invade your premises.



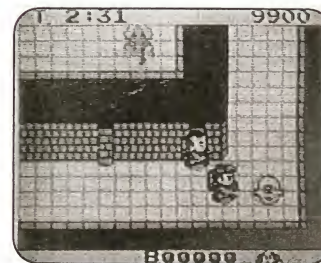
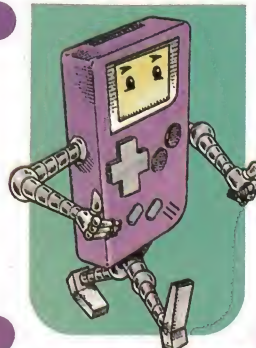
You may have to chase the jogging ghost to catch it. But once a ghost is stunned, the second Ghostbuster can trap it.

In *Ghostbusters II* from Activision, Dana's baby, Oscar, has been snatched from his carriage by a messenger of the evil spirit Vigo. To rescue the child, the ghostbusting team must eliminate all the ghosts in New York City, no small feat — the Big Apple is as haunted as ever.

The Ghostbusters set out in teams of two: One man carries a proton beam; the other, a ghost trap. You choose which two of the four Ghostbusters you want to control. The Ghostbuster with the proton beam is the leader, and his teammate follows close behind. When you encounter a ghost, stun it with the proton beam, then suck it into the trap.

You encounter more than

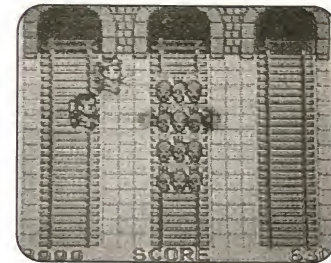
Ghostbusters II



Dispose of the laughing head quickly or the joke's on you. If you get hit by a ghost, you're slimed and temporarily lose consciousness.

eight types of apparitions in the course of your adventure, each with a personality of its own and its own ways of avoiding capture. For example, the "jogging ghost" runs away, but the clown just disappears.

If a Ghostbuster makes contact with a ghost, he's slimed and rendered unconscious for a short time. But when the Ghostbuster awakens, he and his partner receive temporary protective shields. Each Ghostbuster begins each game with five units of weapon stock. Ev-



When you fight the trains, stay off the tracks unless you're beaming the train — the trains come barreling through the tunnels without warning.

ery time you get slimed, you lose one unit.

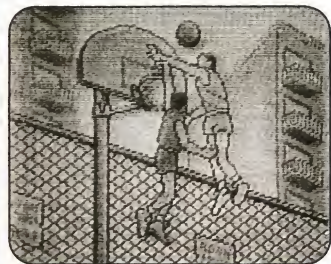
Thirteen levels of ghosts and three boss levels challenge your ghostbusting skills. You have three continues to help complete your mission, but there are no passwords. Each level has a time limit, and the bottom of the screen shows the number of ghosts left to destroy in the level. Once time expires, surviving ghosts turn into spinning medallions that are difficult to hit, but must still be eliminated.

GP



n Your Face is a triumph. This Game Boy edition does what several games for the NES have failed to accomplish — deliver a fairly realistic simulation of the game of basketball.

Jump shots, blocked shots, slam dunks, steals, layups are all inside this one tiny game cartridge from Jaleco.

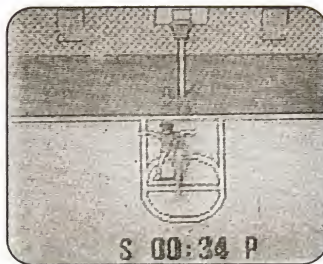
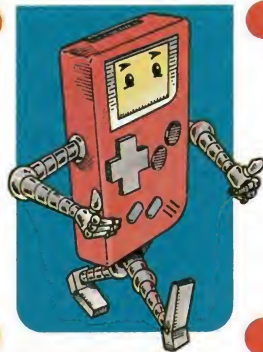


Drive the lane for one of these spectacular slam sequences.

The game's most exciting element is its dunk sequences. If you can get close enough to the basket when taking a shot, the screen action breaks away to a closeup view of the slam and, if the defender is near and quick enough to reach, the attempted block.

However, these spectacular slams have to be earned. It's no cakewalk down the lane as it is in most of the games that feature these closeup slam sequences. Even though it doesn't benefit from the graphic capabilities of some of the other game machines, *In Your Face* does a great job of capturing the excitement of driving to the hoop.

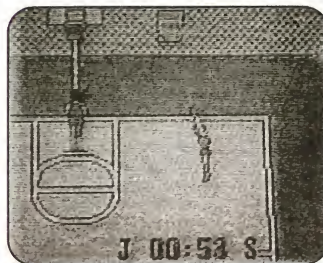
In Your Face



Get in close on defense and hit the A button. Your player will take a swipe at the ball.

Do some scouting before picking your team (there are four individuals for one-on-one and two pairs for two-on-two) because some players are quicker than others and can steal the ball more effectively. If you're playing two-on-two, remember that Los Angeles has the edge on New York in quickness.

In two-on-two basketball play, it's possible — even recommended — to fire off a jump pass instead of a regular chest pass by pressing the B button to jump, then the A button to pass the ball to your teammate (a second hit on your B button tells your player to take a shot). This subtle touch is an indication of the designers' efforts to make



Fire off a long-range jumper by hitting your B button twice — once to jump and a second time to release the ball.

this videogame *play* like the game of basketball instead of just *looking* like it.

One flaw in the game, however, is its overemphasis on ball-stealing. As in many basketball videogames, it's simply too easy to pickpocket the ball-handler. You expend as much energy protecting the ball when you have it (and trying to steal it when you don't) as you do trying to score. But don't let this one blemish stop you from trying this excellent game.

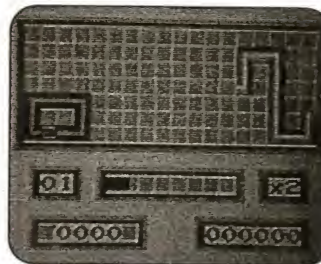
GP



The newest puzzle game from *Mindscape* will have you running around in circles — on purpose.

Like most games in the puzzle genre, the idea behind the action in *Loopz* is simple. As randomly shaped pieces appear on-screen, you must place the pieces to form a loop. Once you complete a loop, it disappears from the screen to give you more room to work.

The trick is to rotate the pieces and move them around the playing field to construct complicated loops because your

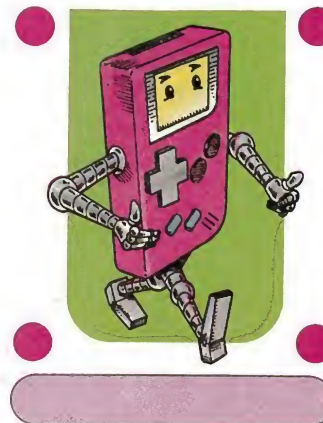


At the start of each game, the pieces are simple. Take advantage of this easy stage by making large loops.

point total is based on the loops' complexity. If you can't place a piece before time runs out, your turn ends. Three failures, and the game is over.

There are three one-player games in *Loopz*, and each one offers a different format for testing your loop-making proclivity. Start out on game A,

Loopz



where you have ten levels of play from which to choose. The higher the level, the shorter the time limit, but you earn more points for each loop on the higher levels. If you complete 25 loops on this level, you're rewarded with an extra life.

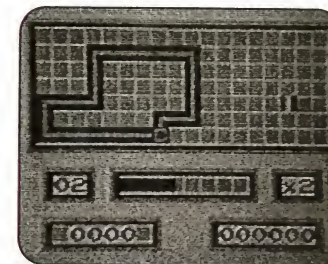
In game B, you start out on level 0, but for every 10 loops you complete, you move up a level. Again, 25 loops earns an extra life for you. Game B also has two bonus rounds.

Game C is a little trickier. A complex loop is seen briefly on-screen when the action starts. Pay attention as pieces are removed from the loop because your goal is to put them back in the right place to duplicate the original loop. If you can't place a piece, another section of pieces

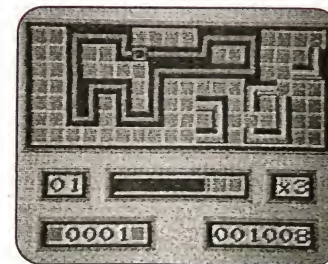
is removed from the screen. You can earn an extra life for every 10 screens you complete at this level, but the puzzles get harder as the levels increase.

Mindscape's first entry into the puzzle market should be a hit, especially with fans of *Pipe Dream*, a similar game from Bullet-Proof Software. The multiple levels of play only multiply the loopy fun in *Loopz*.

GP



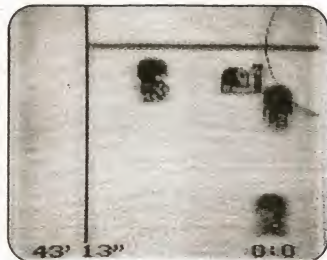
Straight pieces, like the one on the right, come in two sizes — one tile or three tiles long. Try not to leave two-tile holes in your loops.



Big loops earn more points than small ones, and large, complicated loops score even bigger points.



SG Imagesoft's *Soccer Mania* is an excellent simulation of the world's most popular sport. A liberal passing attack, aggressive defense, and relentlessness, both on offensive and defensive lines, are required for success on the soccer field and in this Game Boy videogame.

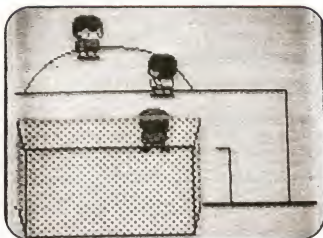
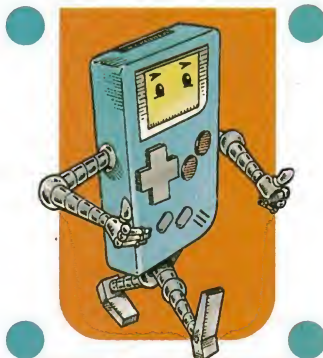


A sliding tackle is the best method for stealing the ball.

The scenario for the game, however, is less realistic than the play on the field. Let's face it, the U.S. soccer team isn't going to be battling Japan, Germany, France, Great Britain, and Brazil for the World Cup any time soon. But as the captain of the team, it's your job to turn this challenge into a Cinderella story.

Defensively, your objective is to steal the ball, usually with a sliding tackle. If you make the steal near your own goal, quickly pass the ball back to your goalie so he can clear it, or kick it downfield yourself. You

Soccer Mania



Your goalie can jump up or dive to either side of the net when trying to prevent goals.

should *never* get tackled near your own goal.

Your goalie is obviously your last hope of stopping the ball on defense, so make sure you know where he's stationed as the ball is dribbled toward him — even if he doesn't appear on the small display screen.

If the shot on goal is coming from the left side of the field, your goalie should be on that side of the net to give him a reasonable chance of stopping the ball.



Throw-ins are used to put the ball back in play after it's gone over a sideline.

The game's designers wisely chose to penalize ball-hogs. If one player keeps the ball for too long, he begins losing speed and strength, and he's eventually unable to protect the ball or to kick it downfield. To avoid this, employ a passing game so the ball stays in your possession and your players stay fresh.

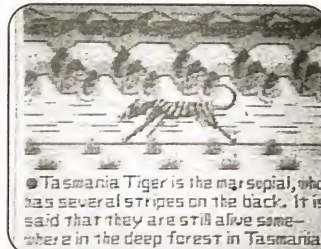
If you can defeat all five international opponents in the tournament, your foot soldiers will have earned the right to take on a mystery team of all-stars. By then, you should have mastered the soccer skills necessary to beat this secret soccer squad.

GP



When you first turn on *Tasmania Story*, you're treated to one of the nicest Game Boy introductions ever designed: A lean, sleek animal — beautifully animated — lopes across a scrub-covered plain to the tune of "Waltzing Matilda."

The creature you see is a Tasmanian Tiger, a striped car-



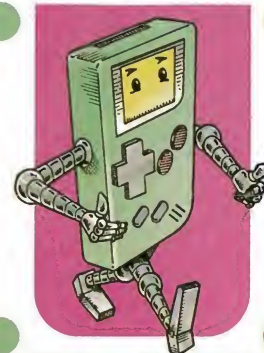
Tasmania Tiger is the marsupial, who has several stripes on the back. It is said that they are still alive somewhere in the deep forest in Tasmania.

The opening sequence of the running Tasmanian Tiger is one of the nicest pieces of animated art to be found in any Game Boy game.

nivore that may or may not be extinct (the last confirmed sighting was in 1933, but legends persist that a few specimens still roam the deep wilderness). The object of this charming game from FCI is to help Mike, the son of an Australian nature-lover, track down the elusive Tasmanian Tiger.

To do this, Mike must clear screen after screen of vertically arranged vegetation, rescuing Australian wildlife as he goes. Throughout his rescue missions, he's chased by a quartet of wild-

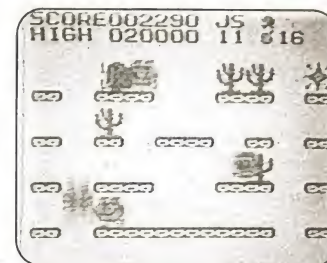
Tasmania Story



Study the arrangement of the vegetation before executing your moves — shrubs and trees are "cleared" when Mike passes over them.

looking Tasmanian Devils (obviously modeled on those wonderful creatures from the Bugs Bunny cartoons), whose gnashing teeth always seem to be inches away from poor Mike.

To get from one level of vegetation to the next, Mike has



Whenever a diamond-shaped icon appears, grab it for an extra bomb — you can never have too many of those.

to jump onto two trampolines, one on either side of the screen. Mike can also use his jumping ability to stun those pesky Tasmanian Devils.

Mike also carries some bombs, which he can plant at strategic locations on-screen. If one of the devils passes over a bomb, he's knocked out long enough to give Mike a head start in clearing the screen.

The animals you're rescuing include the koala, the wallaby, the wombat, the penguin, and the mouse. You can't locate the Tasmanian Tiger until you've rescued all five species, and none of the five appears until you master and successfully use the jump attack.

Tasmania Story is a refreshingly different Game Boy title. The ecological storyline is timely, the graphics are delightful, and game play offers an agreeable mixture of quick-fingered arcade action and strategic thinking.

GP

PREVIEWS

BEETLEJUICE

Beetlejuice's lot in life hasn't improved much since his 1988 movie. He's still the most disrespected Betelgeuse in the afterlife. But since the Maitlands still haven't settled into their afterlives, they hire the Ghost with the Most to free their house of those boring, nouveau riche Deetzes.

You, as Beetlejuice, must make sure the Deetzes are scared enough to leave the Maitlands' house. But you also

must destroy other creatures of the afterlife since the scorpions, bees, ghosts, and squids are all chasing you. And don't forget the most fearsome creatures of all — those pesky sandworms that inhabit Saturn.

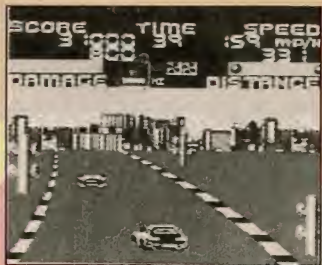
You don't grab knives and guns in this *Acclaim* game. Instead, you must gather and buy scares. The strategy in *Beetlejuice* comes when you try to decide which scare works on which problem. For example,

would the Skeleton scare work better on scorpions, or should you wait until you find an Egyptian Mummy scare?

Beetlejuice can solve your problems, too, when the renegade spiritualist makes his appearance on Game Boy. Though still in the early planning stages, the game is expected to hit store shelves next spring.

CHASE HQ

When Nancy radios your car, you'd better be ready. The U.S. is full of criminals, and it seems more than a few are driving high-speed cars. But you're just the man to put those guys behind bars instead of behind wheels.

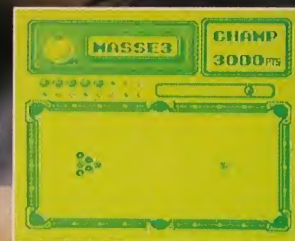


In this coin-op translation from *Taito*, you must track down and arrest five felons. But your headquarters isn't concerned with *how* you bring them in — as long as they're off the road. So when one of their cars comes into view, feel free to blast it off the road. However, you'd better watch out for Sunday drivers. If you shoot at these cars instead of safely passing them, you'll lose your bonus points. You'll also want to watch out for obstacles such as tumbleweeds, cactus, tele-

phone poles, and boulders. Crash into these, and you might never bring the criminals to justice.

The high-speed chasing continues until you use up all four continues or complete all your missions (for a bonus of 500,000 points!). You can maintain your speed with cruise control, or switch to turbo for a short burst of speed. From the moment your foot presses on the accelerator, you're in for a nonstop action-packed road chase.

RACK N' ROLL



Finally, cool pool action for your Game Boy.

In either 9-Ball or Pocket competition, you'll need to stroke a mean cue just to keep from getting laughed out of the pool hall. There are lots of balls to sink and trick shots to make before you can make it to World Class status in one-player mode. Or grab a buddy and hook up your Game Link™ for some intense head-to-head action. Side Pocket. From Data East.



LICENSED BY
Nintendo



Nintendo, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc.
© 1989 Nintendo of America Inc.
Side Pocket © and ™ 1990 Data East USA, Inc.



1850 Little Orchard Street
San Jose, CA 95125
(408) 286-7074

PREVIEWS

THE CHESSMASTER

Whether you're an experienced chess player or a beginner, **Hi-Tech Expression's** *The Chessmaster* offers a lot of value and a wealth of options. The multiple levels of play allow you to increase the degree of challenge as your own skills develop.

Although *The Chessmaster* is not designed primarily as an instructional program, it does offer a teaching mode that displays all the legal moves for any piece you select, and a large library of opening moves.

These features, coupled with the overall ease and simplicity of its controls, make *The Chessmaster* an ideal computer chess game for beginners of any age.

The board is as large as the Game Boy screen allows, and the pieces are clearly recognizable. You can access a list of moves, a tally of captured pieces, and, if you want, a list of hints. If you don't wish to challenge the computer (which is designed to increase its skill level as players improve), you



can play head-to-head matches with a friend, using the video link cable.

DAYS OF THUNDER

Tom Cruise doesn't come with the box, but all the other excitement of Paramount's movie is promised in *Days of Thunder* from **Mindscape**. The action-packed stock car simulation follows a bottom-rung race car driver as he climbs the ladder of success on the NASCAR circuit.

You first choose the car you want to drive, then customize it for maximum speed and handling on the course. There are eight different races on seven different tracks that you

can run — but remember, one false move and your car will end up kissing the wall.

A variety of perspectives, including the view from behind the wheel, adds to the sense of realism. You can watch your



speedometer climb as you burn rubber around the track, and the laps you've completed are ticked off in the upper right corner of the screen. You can even try to set a personal record, since your current and best times are given on screen.

If *Days of Thunder*, the first automobile-racing simulation available for Game Boy, is as action-packed as its movie namesake, racing fans should be in for a treat.

HOT GAME BOY ACTION!

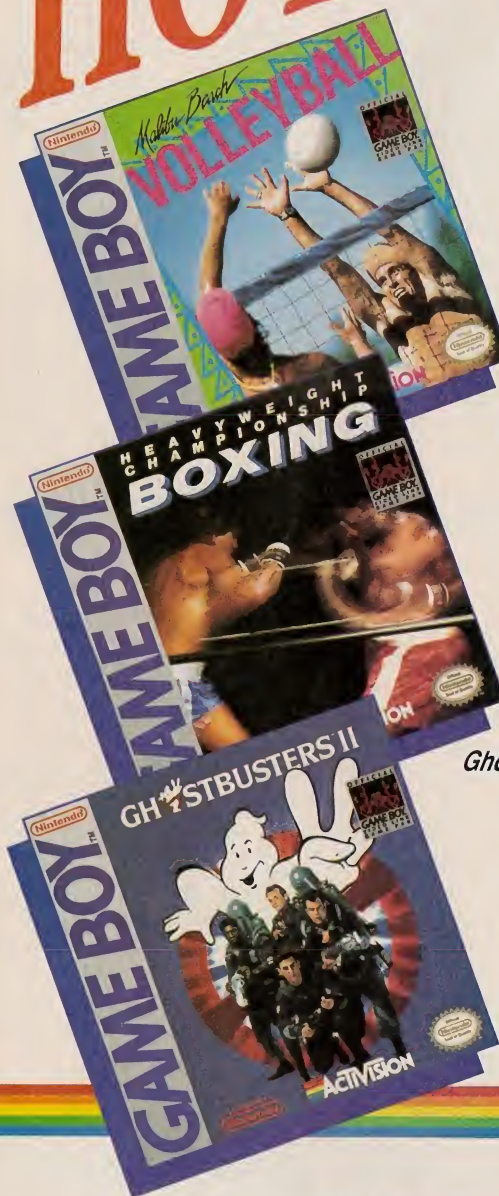
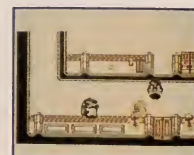
Malibu Beach Volleyball. Two-on-two sandblasting volleyball, Malibu style. Set 'n spike against V-ball crews from 4 countries, each with different strengths. Power serves, "bulldozer" digs, and other cool shots. **1st and Only Game Boy Volleyball Game!**



Heavyweight Championship Boxing. You've got hooks, jabs, uppercuts—plus a special knockout punch you select for each fight. Knockout, bash 'em boxing with 6 bad bruisers. 2 views of the action! **1st and Only Game Boy Boxing Game!**



Ghostbusters II. All the best scenes from the hit movie. Battle Vigo and his slimy forces in all of New York's favorite "haunts," from the subway to the Museum of Art. Nonstop blockbuster Ghostbusters action. **Best Game Boy Graphics Ever!**



ACTIVISION

See your local retailer or call 1-800-227-6900 to order.



LICENSED BY
Nintendo



Ghostbusters™ II logo ©1989 Columbia Pictures Industries, Inc. All rights reserved. Nintendo, Game Boy, and the official seals are trademarks of Nintendo of America, Inc.

PREVIEWS

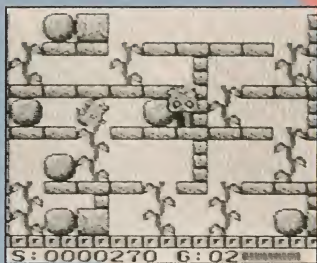
GODZILLA

One day it's nice to have a monster on your side. And, luckily, today is one of those days. Minilla, the offspring of Godzilla, has been captured and is hidden in one of 64 puzzle rooms. As the Monster of Monsters, you must travel from room to room, destroying enemies and blocks with your radioactive breath.

Before you can advance to the next room, you must destroy all the rocks in whatever room you're in. It's not easy — you must climb vines, maneu-

ver into tight spots, wrestle monster-eating plants, and avoid alien creatures. Those enemies you can't destroy with your breath must be trapped and squashed by blocks.

This puzzle game bears little resemblance to the Nintendo game, which was also published by Toho. Don't worry, though. Godzilla's not the only familiar creepy face in this game. You'll have to face Anguillas, the spiny, sharp-toothed monster; Mecha-Godzilla, as strong as our hero



but made of metal; and Ghidrah, the three-headed dragon creature — and defeat them.

HAL WRESTLING

Here are three ways to play HAL America's HAL Wrestling. In Single Match play, you choose a wrestler and the computer (or a friend) selects your opponents for three 10-minute matches. The winner of



the best two out of three is crowned the match winner.

In Elimination Match, you and the computer take turns selecting a four-man team. You decide the order in which your wrestlers will fight, then head out on the mat. The best team is declared the winner.

Your fellow wrestlers include Kim Riki, a Korean whose specialty is the scorpion drop; King Samson, who swings a mean lariat; the Death Monster, whose teeth are bad news; Super Civer, a 231-pound mys-

tery; Ryu Masaki, a 6'4" Japanese wrestler; Kansuke Yamada, who's known for his octopus hold; the Joker, whose power bomb isn't funny at all; or the Big Crusher, a 440-pound giant from the U.S.

All the guts and glitz are here. You can practice 12 different wrestling moves, climb up on the corner posts, or throw your competitor out of the ring. Why risk bruises and broken bones when you can play HAL Wrestling?

WIN WIN WIN

SUBSCRIBE TODAY
1-800-222-9631

or mail a subscription card from this issue

NINTENDO • PC • SEGA • NEC • AMIGA • ATARI

A Signal Research Publication
\$2.95 \$3.95 Canada Vol. 2 No. 5

GAME
Player's

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

WARP ZONES REVEALED!

CLUE
CRATERMAZE
SHINOBI
CODE NAME: VIPER
SNOOPY
BLOOD MONEY
EXTERMINATOR
KWIRK
DEJA VU II
EVERT & LENDL
KNIGHTS OF LEGEND
REMOTE CONTROL
BATTLES
OF NAPOLEON
RIVER CITY RANSOM
MILITARY MADNESS

PLUS:
NINTENDO WORLD
CHAMPIONSHIPS!



PREVIEWS

HATRIS

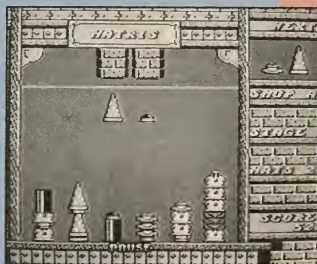
lexey Pajitnov, the Soviet creator of *Tetris*, has designed a new game that requires the same strategic thinking and quick reflexes.

In *Hatris*, from **Bullet-Proof Software**, you have a pit that's six columns wide. Two hats — either a top hat, derby, clown hat, crown, or fedora — fall into the pit. You try to stack similar hats. When you match five hats, they disappear from the screen. If you make an incorrect match, the hat changes

into a solid block, and you have to start building on it all over again. When any column in the pit fills to the top of the screen, the game is over.

Naturally, as the game progresses, the blocks start falling faster and faster. And since the hats are different heights, it sometimes becomes difficult to move a derby, for example, on the other side of a tall stack of peaked clown hats.

Hatris is closer to Pajitnov's recent computer game *Faces*



than it is to *Tetris*, but it should be just as much fun and just as addictive as that classic puzzle game. And its simple graphics should adapt perfectly to the Game Boy.

JEOPARDY!

It's been called the world's most intelligent game show. And now you can finally find out if you're *really* smart enough to win at *Jeopardy!*

Just like its television counterpart, *Jeopardy!* for Game Boy (from **Gametek**) has questions in six categories, from weather to fairy tales and much more. In round one, dollar amounts range from one hundred to five hundred dollars. Then in Double Jeopardy, the dollar amounts are doubled. There is one Daily Double question in

the first round and two in the second. Players can wager any or all of their money on that one question.

Any player with money at the end of Double Jeopardy



moves on to Final Jeopardy, betting nothing, part, or all of their money on a question in a single category. There are hundreds of questions in all sorts of categories, all of which were actually used on the television show.

Although you can play against computer opponents, *Jeopardy!* is most exciting when you match wits and speed against a friend using the video link cable.



GAME PLAYER'S™ PRO-TIP HOTLINE!!

1-900-740-7000

Your telephone connection to the hottest gaming hints, tips, and secrets for your favorite Nintendo games!

Hear the game tips **YOU** want to hear by just pushing a button on your telephone. Each week, our *Game Player's* experts choose the best hints and tips for three hot games for the Nintendo Entertainment System. Simply dial and choose which games' secrets you want to hear! Or, hear them all! Every week we'll change the games *and* the hints.

The *Game Player's* Pro-Tip Hotline costs \$1.25 for the first game, and just 75 cents for each additional game. Don't forget to ask your parents' permission before making your calls.

**GAME
Player's**

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. The GAME PLAYER'S PRO-TIP HOTLINE is a joint production of Signal Research, Inc., and CC/ABC Video Enterprises, Inc., and is not affiliated in any way with Nintendo of America Inc.

PREVIEWS

JORDAN VS. BIRD: ONE ON ONE

Michael Jordan jab-steps around Larry Bird, then launches high into the air for a behind-the-back slam dunk. A moment later, Bird gets the ball, spins away from Jordan, and fires a three-pointer. You've seen it time and again in the NBA, and now you can do it yourself with this well-produced action game. Jordan and Bird had a hand in developing their own computer characters, so their strengths and weaknesses correspond to real life.

The emphasis throughout

this Milton Bradley game is on fast action, plenty of moves, and a variety of playing options. You can pit the two champs against each other, enter a slam dunk contest as Jordan, or try a three-point shoot-out as Bird.

Jordan's slam dunks are spectacular, and you have plenty of different styles from which to choose. Making the transition from movement to shot is particularly important for his slam dunks.

Bird's outside shooting is



suitably impressive, and he shoots well from just about anywhere on the court. But you need to get your timing down for quick releases or even Bird won't make the baskets.

KUNG FU MASTER

Rem has combined newspaper headlines with martial arts and has come up with *Kung Fu Master*.

As a secret agent named Bruce Leap, you've been



trained in the martial arts all your life. And all that preparation is about to be put to use — the tyrant Baby Lon has started invading countries in the Middle East and taking over their oil supplies. Oil exports to the West are forbidden, and industries in the U.S. and other countries might have to close. As if that weren't enough, Baby Lon's men have taken hostages — including your girlfriend, actress Vava Vavoom.

The CIA puts you in charge

of the mission to attack Baby Lon's invaded territories. You begin in downtown Beirut, fighting ninjas, chain-whippers, and Chainsaw Jason. As you move through the Persian Gulf, you'll reach an oil refinery, where dangers lurk not only in the form of enemies, but also in mechanical menaces such as conveyor belts and spikes. But your mission is almost over — Baby Lon's headquarters are nearby.

PREVIEWS

MOUSETRAP HOTEL

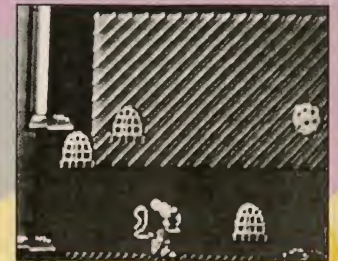
mouse's hole is his castle, and Maxie Mouse isn't satisfied with his lot in life. Not when his abode is a dank, dark hole in the basement of a high-rise hotel. He's got his eye on the penthouse — and your job is to help him literally climb the ladder of success.

Maxie has some nasty urban dwellers with which to contend, but you'll be able to outwit the blind mice, army ants, and maids that fill the building. It may not be as easy, however, to deal with the laundry chutes,

fitness machines, and mouse-traps that endanger Maxie at every corner.

But by grabbing cheese and other power-up items, Maxie can give his enemies a run for the money as he works his way through all six stages — from the laundry, the workout room, and the lobby to the restaurant and ballroom.

Since Maxie is never in real danger — even mallets only knock him unconscious — Milton Bradley's *Mousetrap Hotel* is a great nonviolent game



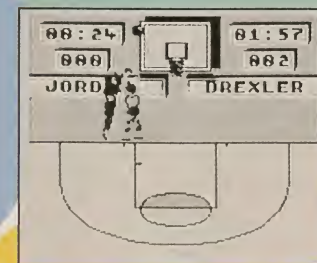
for kids. But gosh, kids and adults alike had better watch out for that Mouse-Sensitive Vapor System.

NBA ALL-STAR CHALLENGE

ports games for the Game Boy continue to abound, and now hot basketball action is available in *NBA All-Star Challenge*. The best players from real NBA teams were included in this action-packed game from LJN. The superstars hitting the court include Michael Jordan, Larry Bird, Patrick Ewing, and Charles Barkley.

Practice your free throws, ball control, and rebounding — you're going to need all your skills in this comprehensive basketball marathon. Play

against the computer or use the video link cable to challenge a friend's basketball expertise. The statistics and the excitement mount as you at-



tempt to beat the best of the best in the game.

But you don't have to play standard basketball. Other challenges include Around the World, a foul shot competition, and one-on-one action. If you choose your game plan carefully, then fast breaks are yours at the touch of a button. Master the basics of the game and move to higher levels of skill. From the jump ball through the final basket, it's a fast, furious, and fun challenge on the courts.

PREVIEWS

NOBUNAGA'S AMBITION

apan in the 16th century was a land plagued by chronic civil wars pitting one "daimyo" (lord) against another. Oda Nobunaga (1534-1582) was not the first daimyo who dreamed of becoming the supreme ruler of a unified Japan, but he was the first to almost succeed. Using guile, charisma, ruthlessness, and military genius, he unified all of central Japan before his untimely and treacherous death at age 49.

In this epic historic simulation, you can play the role of Nobunaga or any of eight other

daimyos. If you skillfully issue commands and formulate strategies, you can strengthen your own fiefdom and subvert or conquer others. You must also be ready to repel invasions, crush rebellions, and cope with natural disasters such as plagues and floods.

You can do anything a real warlord could do: tax, bribe, send spies, arrange marriages, recruit ninjas, sign treaties, and, of course, wage war. When war breaks out, the game switches to a tactical screen, enabling you to maneuver infantry and

cavalry across a variety of landscapes.

The NES conversion of Koei's computer game was a success, so we can hope this mature, intelligent, and absorbing game is as smooth-playing for Game Boy.

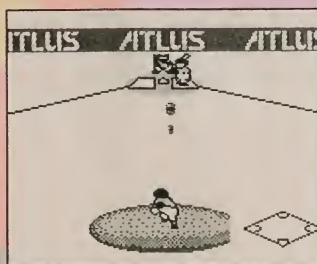


POCKET STADIUM

he action in Asuka's *Pocket Stadium* will probably resemble two other baseball games available for Game Boy, *Baseball* and *Bases Loaded GB*. We saw an early version of this game, but several changes were planned before the game's January release.

In this game, each pitcher is expected to have his own repertoire of pitches, including a fastball and a slider. At the plate, the batter's success will depend partly on what his av-

erage is. The statistics of each player will be updated regularly, and studying the stats before picking the lineup will be a large part of the game.



At this point in development, *Pocket Stadium* emphasizes management skills as well as player action. You can program pitches and bat swings, and knowing the strengths and weaknesses of your players will really make a difference. (You can bet that the computer knows the capabilities of its team!)

PREVIEWS

POPEYE

opeye's finally ready to tie the knot with Olive Oyl, and she's said yes in that high squeaky voice of hers. But no sooner does our sailor hero arrive at the church than he hears his beloved's voice in that familiar refrain — "Popeye, save me!"

Bluto's up to his usual tricks. He's swiped Olive from the church and has carried her into a maze booby-trapped

with cannons and guarded by his alligator pals. Can even our spinach-loving Popeye save her? And if he does, will Bluto attack Wimpy or Swee'pea?

Your job as Popeye is to follow Bluto into the mazes until you can rescue your damsel. It's tough to get past his hungry, toothy 'gators, but it's still up to you to get her to the church on time.

INTV's first Game Boy title

isn't the first time *Popeye* has appeared in a videogame — the sailor was the hero of one of the first Nintendo cartridges as well, back in June 1986. That arcade-action game proved that even if we don't like spinach, we still love Popeye, the sailor man.

THE RESCUE OF PRINCESS BLOBETTE

o what have the boy and his blob been up to since saving the distant planet of Blob-olonia? Well, things have certainly not been peaceful — Princess Blobette has been kidnapped and is being held in the castle of the Evil Alchemist.

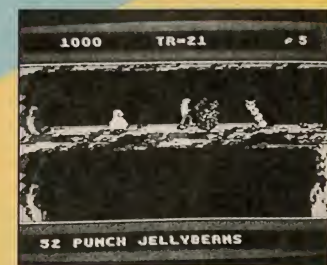
Blobert and his Earthling pal are quick to attempt a rescue. The two must travel from a tower of the castle through a maze of rooms and mechanical traps until they reach the other

tower — and hopefully the princess as well.

This continuation of David Crane's *A Boy and His Blob* isn't a translation of the NES game, but a totally new *Absolute* adventure designed especially for Game Boy players. One thing, however, remains the same. Blobert craves jellybeans and can transform himself into ladders, hummingbirds, trampolines, and many other objects — depending on the fla-

vor of the jellybeans he eats.

Your job, as Blobert's friend, is to find the jellybeans, decide what flavors Blob should be fed in different situations, and free Princess Blobette.



PREVIEWS

ROBOCOP

he law has a new name and a new enforcer — Robocop. This half man/half machine has been called on to clean up Detroit, a city that has become so infested with crime that the police are no longer in control.

Enter OCP — a private corporation specializing in security. They have accepted a contract to enforce the law in Old Detroit. They envision a force of robot patrolmen, led by Robocop. Under the leadership of Dick Jones, OCP begins its work. When you're sent

by the organization on a suicide mission, you become the first experimental policeman.

Once you begin patrolling the streets, you discover that much of the crime in Detroit stems from one place. Your task leads you to the drug lord Clarence Boddicker and eventually to OCP executive Dick Jones — the man responsible for your death.

Ocean's *Robocop* is only loosely based on the 1987 movie and the NES game. In fact, it's closer to the coin-op *Robocop*

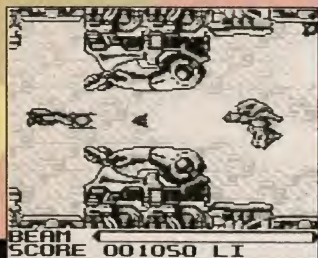


than the NES version. So don't be surprised to see different levels and larger bosses. Don't be surprised — but do be prepared.

R-TYPE

-Type is a game popular enough to have appeared in arcades, for the Sega Master System, and for the TurboGrafx-16. Now it makes its way to the Game Boy screen in this translation from Irem.

Your race has been destroyed by a horde of evil



aliens. You alone survived, and you alone stand between this wicked race and its plan to dominate the universe. Pilot your R-Type warship into a seemingly never-ending stream of exotic creatures in your quest to save space from galactic invasion.

In this scrolling shoot-em-up, you must collect power weapons that lie throughout your path in order to gain the firepower you need to destroy the bosses that mark the end of each level. The power-ups can change your cannon fire, in-

crease your strength, or even produce an orbiting satellite.

The R-Type spaceship also contains its own option — a small ship you can eject. When separated from the R-Type, this ship acts on its own, firing on the enemy independently of its mother ship. When its job is done, you can reattach it to shield either the front or rear of your R-Type.

Featuring nonstop action and great, exotic graphics, R-Type promises to be as big a hit on Game Boy as it was for other game systems.

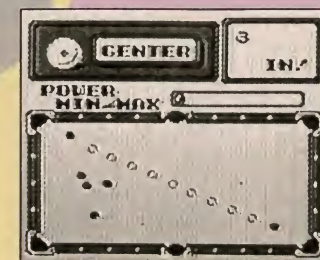
SIDE POCKET

ow's your chance to become the pool shark you know you can be. Data East's *Side Pocket* takes you down to the neighborhood pool hall to start shooting some serious billiards.

Even if you've never played pool before, you'll soon excel in this simulation because you can take lessons from the computer to improve your game. Before long you'll be putting English on the ball with the best of them.

During the aiming phase, you can study the table with the overhead view, line up your shot carefully, then use the power gauge to shoot (much like a golf simulation). A direct hit will send the ball sailing, while aiming a little to the right or left adds a bit of spin. The animated balls on the table behave very convincingly, and with a bit of practice, you can easily bank shots off the cushions.

You can play the pocket game and climb the championship ladder, or play against a friend for the color of money. But can you learn to run the table?

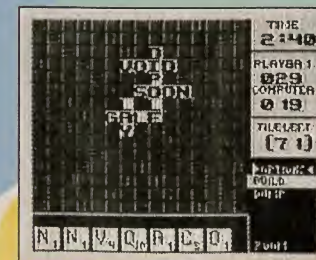


SUPER SCRABBLE

remember the excitement of placing *zebra* on a triple-word score block? Or racking up double your opponent's points just by adding a Y to the word *fruit*? Scrabble, one of the most popular board games of all time, has been translated for the Game Boy by Milton Bradley, the company that produces the original version. And the GB *Super Scrabble* plays almost exactly like it does when you set up the board game on your kitchen table.

The object is to form high-

scoring words from your rack of seven letter tiles. Each letter has a point value corresponding to its common usage. Thus, P is worth three points, while E is worth only one. The distribution of letter tiles is also based



on usage, so out of 86 tiles there are four S's, but only one X.

Scoring depends not only on the values of individual tiles, but also on the placement of words on the board. Certain squares offer double or triple scores for a word or letter. You may have trouble determining which graphic icon stands for which bonus, but once you've figured that out, winning depends solely on your vocabulary and your skill.

PREVIEWS

WHEEL OF FORTUNE

pin the wheel, solve the phrase, win a fortune. Just like on TV.

The nation's most popular game show has already appeared on home computers and the NES. Now it's the Game Boy's turn. The Gametek game has hundreds of phrases, titles, people, and events to puzzle out. The children's game "Hangman" was never as exciting as *Wheel of Fortune*. You can play with friends, or let the computer choose opponents for you.

In three rounds, you could land on bankrupt, free spin, or the \$5,000 space on the wheel. Choose a consonant or buy a vowel and watch the attractive hostess teeter on her high heels to turn the letters for you. The letter board runs across the screen, and as each letter is chosen, it disappears. When your turn comes, you're offered the choices of spinning, buying a vowel, or solving the puzzle.

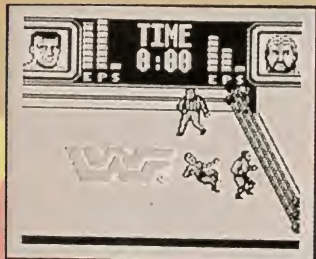
If you defeat your opponents, you'll earn a place in the bonus round. Choose five

consonants and a vowel for the pre-selected final puzzle and, if you guess correctly, you'll "win" fabulous (though not included) cash and prizes.



WWF SUPERSTARS

o matter what you think about pro wrestling, you have to admit there's something fascinating about it. Everyone associated with wrestling — the announcers, the managers, and the wrestlers — seems larger than life.



WWF Superstars is your chance to step into the ring with real-life wrestlers Hulk Hogan, Randy "Macho Man" Savage, the Ultimate Warrior, and others. Body slams, head butts, flying drop kicks, elbow smashes — it's all possible in this free-for-all.

You select your wrestler from among the eight offered. Each one can take part in single or tag-team matches. You can also compete against a friend if you have a video cable link.

It's wise to pump iron and

get into better shape during the special training mode before each match because once you step into the ring, you'll need your strength — it's no holds-barred. Your tough competitors can even throw you outside the ring.

Acclaim, the company that produced the popular *WWF Wrestlemania* for NES, developed *WWF Superstars* as well. It doesn't have all the features of its larger cousin, but it should be popular with Game Boy fans.

The Amazing Spider-Man

No one's made a feature film about him — yet — but one of Marvel Comics' most popular superheroes has made it to the small screen in *The Amazing Spider-Man*.



Spidey's sweetheart, Mary Jane, has been kidnapped by the evil Mysterio and his henchmen. You'll guide the world-famous web-slinger through danger as he goes up against old and new foes.

LJN

Baseball

The name of this game is hardball. You've got to play with strategy, skill, and serious determination to win in *Baseball*. Choose a hurler from your pitching staff and take the field. If your fastballs can't get the batters out, your fielders can help you out on grounders and fly balls. When it's your turn to bat, take a called strike to psyche out the pitcher, then go for the fence!

Nintendo



Bases Loaded GB

Players familiar with the first two *Bases Loaded* games for NES will feel right at home taking the field in *Bases Loaded GB*. Pick your team, decide if you want to go the whole nine innings for an official game, and step up to the plate. It'll take all you've got to beat the computer as the action heats up in late innings — when the bases are loaded.

Jaleco

STARTING PITCHERS	
N-BEARS	R-EAGLES
MARIO	LUIGI
PAUL	PHIL
ERIC	WANDY
JIMMY	BOB

Batman

Gotham City in the palm of your hand? In *Batman*, the good people of Gotham are looking forward to a bicentennial celebration, but the Joker has plans that would spoil the party. Gotham's only hope is the Caped Crusader. You control Batman in his quest to foil the Joker's plans to kidnap Vicki Vale and eliminate the residents of Gotham City with nerve gas.



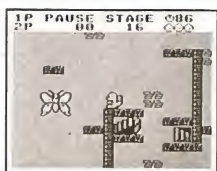
Sunsoft

Boomer's Adventures in Asmik World

Once peaceful and sunny, the kingdom of Asmik is now enveloped in gloom. The evil Lord Zoozoon has built a great tower to control the climate of the

kingdom, and the people of Asmik, descendants of the dinosaurs, are shrouded in a dark, cold, rain. As Boomer, you must stop Zoozoon and eliminate the climate control tower before the people of Asmik are destroyed.

Asmik



Boxxle

Boxxle is one of those mind-boggling teasers that's hard to put down. Willy wants to earn enough money moving boxes around a warehouse to win the girl of his dreams.

You must help Willy with the boxes, or he'll never get the job done. With more than 100 screens, manual labor won't win Willy his girl — but brainpower just might.



FCI

B
•
U
•
Y
•
E
•
R
•
S

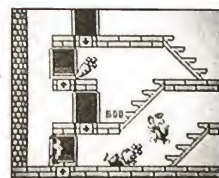
G
•
U
•
I
•
D
•
E

The Bugs Bunny Crazy Castle

Bugs is up to his ears in trouble in *The Bugs Bunny Crazy Castle*. His girlfriend, Honey Bunny, is a prisoner somewhere in the castle. The

Wascally Wabbit is up against his old nemesis, Sylvester, Daffy Duck, and Yosemite Sam, in a race to save his Honey. You'll need all the luck Bugs' rabbit feet can bring as you guide him through the 80-room castle.

Kemco-Seika



The Castlevania Adventure

There's nowhere to run and nowhere to hide in *The Castlevania Adventure*. The Prince of Darkness is hungry, and your jugular is on his menu.

Armed only with a mystic whip and a watchful eye, you must battle unearthly evils in four levels of crypts, torture chambers, and slimy dungeon corridors before facing Count Dracula.

Konami



Dead Heat Scramble

Hold on for the race of a lifetime with *Dead Heat Scramble*. There are ten action-packed heats in this rally, and you're behind the wheel of

your favorite four-wheeler for a day at the races. Navigate a dune buggy, off-road truck, or sand-rail through hair-pin curves, around blockades, and past rival racers to cross the finish line before time runs out.

Electro Brain



Dexterity

Dexter Dolittle has a wild imagination, and *Dexterity* gives you a chance to play in one of his favorite illusions — a magic puzzle room.

Each level features a grid of squares where you must change the color of each square by running over it. Monsters try to turn the blocks back to their original color, but if you're dexterous enough to stay ahead of them through 30 levels of action, you'll have mastered Dexter's magic puzzle.

SNK



B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

Double Dragon

Twin brothers Billy and Jimmy Lee learned to fight in the streets. In *Double Dragon*, Billy is faced with his toughest challenge — to rescue his girlfriend, Marian, who's

been kidnapped by a vicious gang. To rescue her, you must fight the gang in the slums and factories of the city to a final confrontation with the gang lord — your brother, Jimmy.

Tradewest



Dragon's Lair: The Legend

Dirk the Daring has his work cut out for him in *Dragon's Lair*. A caravan transporting the Life Stone, a relic giving limitless power and eternal life, has been ambushed by the evil Mordroc. In the fracas, Princess Daphne was abducted and the stone was broken into pieces and scattered throughout the land.

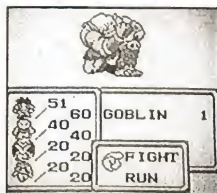
You must help Dirk reassemble the Life Stone and rescue Daphne.

CSG Imagesoft



Final Fantasy Legend

Ancient legends tell of a tower in the center of the world that leads to paradise. Many explorers have searched for the tower, but none has returned. In *Final Fantasy Legend*, you've joined the search for Utopia. Choose three adventurers to join in your quest, prepare their weapons and magic, and set off for a complex adventure.



Square Soft

Fist of the North Star

Fist of the North Star is set in a post-holocaust world with 11 factions — both good and evil — vying for power in a world of chaos. Kenshiro, the legendary North Star, is among those warriors seeking control. In the normal mode, the game is a round-robin martial arts battle, with control of the world going to the surviving warrior, but you can form fighting teams as well.



Electro Brain

B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

Flipull

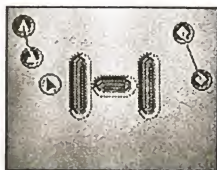
To play *Flipull*, study the grouping of blocks on the left of the screen. Each block is marked with one of four designs. Aim and shoot a small cube on the right into the group on the left. The object of the game is to eliminate blocks by bumping your cube into a matching block, making both disappear and an adjacent block bounce back to you.



Taito

The Game of Harmony

In this unique game, you must nudge floating spheres — labeled with different shapes — into harmonious contact. If you don't manage to guide the spheres together within a certain time limit, they explode with tension, you lose energy, and you receive no points. Despite its name, this game can be an intense challenge.



Accolade

Golf

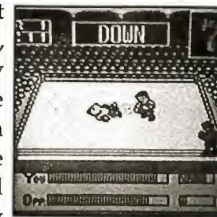
Golf would be a good sports simulation for any system. All the options of a larger game — from club selection to a helpful caddie — are included, and you have two different courses from which to choose. Each course offers plenty of hazards, bunkers, roughs, and wind problems, but once you iron out your swing, you'll be playing up to par.



Nintendo

Heavyweight Championship Boxing

Think Buster Douglas would be tough to KO? Wait until you go up against the fighters in *Heavyweight Championship Boxing*. As amateur champ Lightning Lou, you're out to make a name for yourself. But first you have to get by Tokyo Thunder, Johnny Jab, Lefty O'Hook, and Mike Mauler to earn a chance at The Champ, who's racked up 31 wins—all by KO.



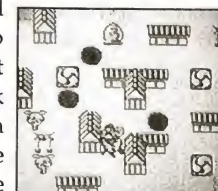
Activision

B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

Heiankyo Alien

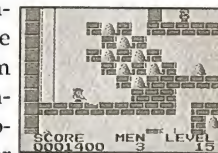
One night, a spaceship full of aliens lands in the peaceful city of Kyo. Soon the streets are crawling with ravenous critters. Your job is to dig holes around town, and when the aliens fall into the holes, run up and bury them. But you'd better be quick — the aliens can scramble out of the holes, and you have 12 rounds to clear before your job is done.



Meldac

Hyper Lode Runner

Hyper Lode Runner offers a new twist on an old Atari game. You need quick wits and a steady hand to collect treasures and evade futuristic robots through 50 levels of a subterranean maze. The slightest touch from a cyborg spells instant death, and robot monsters cover the brick-walled mazes. Collect all the treasure in a catacomb, then climb an escape ladder to reach the next maze.

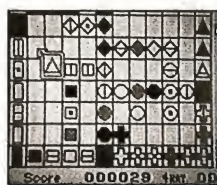


Bandai

Ishido: The Way of Stones

You don't have to slash or hack your way through *Ishido: The Way of Stones*, but chances are you'll find yourself addicted to this board game. All you have

to do is match stones, but with 72 playing pieces, it's not as simple as it sounds. *Ishido* makes up in strategy what it lacks in action.



Nexoft

Kwirk: The Chilled Tomato

Kwirk and his girlfriend, Tammy, are in a bit of a stew. Tammy has disappeared into an underground labyrinth, and only Kwirk and his veggie buddies can save her.

You must search through all 99 rooms of the labyrinth, rotating giant turnstiles, moving mammoth blocks, and filling in cavernous holes if you hope to help Kwirk rescue Tammy.



Acclaim

B
•
U
•
Y
•
E
•
R
•
S

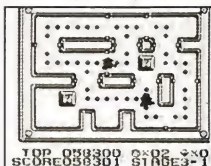
G
•
U
•
I
•
D
•
E

Lock n' Chase

The smell of money is in the air. Cold, hard cash is scattered in the streets, yours for the taking. Unfortunately, the cops don't see it that way. *Lock n' Chase* gives you the

chance to pull off the bank job of the century. Race through a series of mazes, collecting coins, money bags, and diamonds along the way. You're already faster than the law, but you've got to be smarter, too.

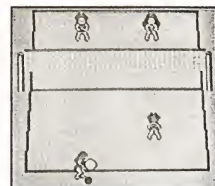
Data East



Malibu Beach Volleyball

Malibu Beach Volleyball sizzles with hot, international volleyball action. You can select the men's or women's team from one of four national volleyball powerhouses — the U.S., Brazil, Japan, or Italy. You have to be perfectly positioned to make your play, but on long volleys, slow scrolling makes it tough to get to the ball. Still, the action is smooth and easy to follow.

Activision



Motocross Maniacs

To take the checkered flag in *Motocross Maniacs*, you must clear head-spinning loops, hop-a-long jumps, and a sky-riding ramp. It takes some down-and-dirty riding to throttle through eight championship tracks and three challenging levels in a race to break course records and beat the world champion racers of the dirt-track circuit.

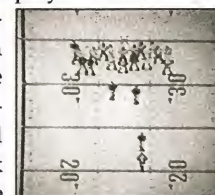
Ultra



NFL Football

NFL Football — the only gridiron game available for Game Boy — gives you the chance to run any of 28 teams against a rival of your choice. While driving for the end zone, you call all the plays — throw short and long to your favorite receivers, run sweeps, and fake handoffs. On defense, call a blitz and hope you're quick enough to sack the passer.

Konami



B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

Nemesis

King Nemesis is back, and he's sending swarms of his alien loyalists after you. You fly the Proteus 911 into battle against the aliens on a quest to destroy the King and his empire. Only an ace pilot can survive the alien attacks, but with practice you'll be an ace. *Nemesis* is easier to pick up than it is to put down.

Ultra



Paperboy

Having a paper route may seem like an easy job — until you hop on your trusty two-wheeler and head out on your route. As the world's most challenged paperboy, you need all your riding skills to dodge traffic, skateboarders, mad dogs, and breakdancers. If you deliver the right papers to the right houses (and break windows of non-subscribers) the boss lets you keep your job — at least for now.

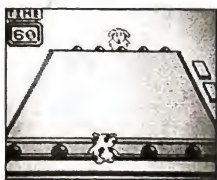
Mindscape



Penguin Wars

Designed with the Game Boy machine in mind, *Penguin Wars* has simple graphics and a wacky, challenging premise. Playing as a penguin, rabbit, cow, bat, or

rat, you face one of the other animals across a playing table. You each begin with five balls, but you're trying to bounce them all to your opponent. Whoever gets rid of the most balls in 60 seconds wins the game.



Nexoft

Pipe Dream

This dream is a plumber's worst nightmare come true. You're faced with some major clogs, and your reputation is going down the drain unless you can do some emergency plumbing. With your spare pipe supply, you must build a complex pipeline



from a set point on a grid — and do it quickly. The key to high scoring is to stay one step ahead of the flushing pipes.

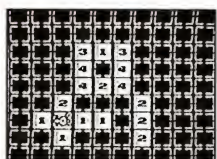
Bullet-Proof Software

B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

QBillions

Mr. Mouse must solve a series of puzzles by sliding blocks into place. Each puzzle-grid is made up of piles of blocks that are numbered to indicate how



many layers make up each stack. The object is to move all the blocks until they form a single layer.

The catch is that you can only push blocks from one layer down, and you can't restack blocks that have been reduced to a single layer.

Seta

Qix

Qix first charged into video arcades in 1981. The object of this game is simple — enclose as much of the screen as you can, while dodging Qix and Sparx, lethal enemies that follow your marker around the playing field. If you enclose an area on the marker's fast-speed setting, you get a normal score because your marker moves faster. If you use the slow speed to draw, your score for the box doubles.

Nintendo



Quarth

Quarth is as close as anyone has come to matching the classic puzzle game Tetris. As various U-shaped blocks fall from the top of the screen, you must



shoot blocks into them to build the shapes into squares or rectangles. When you fill a figure, it dissolves, but if it

Ultra

Revenge of the Gator

You won't find any long-snouted swamp creatures in *Revenge of the Gator*, but you will face a monstrous, four-screen-high pinball machine. When you launch your ball, it shoots only three screens high, but if you earn a bonus, you get to the fourth screen. There are three bonuses in *Gator*, each with a different screen.

Hal America



B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

Shanghai

Shanghai is a new twist on one of the oldest games in the world — mahjongg. More than 100 tiles are laid on a playing field — single layers on the edges, and stacked several high toward the middle. You must empty the field by removing matching pairs. Once you get the hang of *Shanghai*, it may become an obsession.

Hal America



Skate or Die: Bad 'N Rad

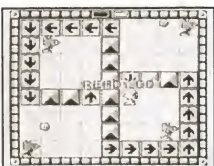
In the fast and furious *Skate or Die*, you can take to the asphalt in four easy levels and three tough grinds. The screens scroll horizontally in levels 1, 3, 6, and 7, and vertically in levels 2, 4, and 5, but it doesn't matter in which direction you're moving — you're always going to be fighting a henchman hired by your arch-rival, ElRad, dodging a bomb, or ducking through a pipe.

Konami



Snoopy's Magic Show

It's a dark and stormy night for *Snoopy's Magic Show*, and the lazy, lovable beagle is in hot water. As a bumbling master magician, Snoopy's conjured up a spell that duplicates poor unsuspecting Woodstock and traps him and his clones in a series of mazes. It's up to you to save Woodstock from Snoopy's magical meddling. With more than 100 levels of play, this game offers something for players of all skills.



Nexoft

Solar Striker

Solar Striker is one of the best pure arcade games available for Game Boy. When Earth is attacked by invaders from Reticulon, you're off — blasting through six stages of fast and furious attackers on a mission to destroy the alien's computer. If you're a fan of the arcade game *Galaga*, you'll like the action in *Solar Striker*.



Nintendo

B
•
U
•
Y
•
E
•
R
•
S

G
•
U
•
I
•
D
•
E

Space Invaders

Hot on the trail of the hit *Star Wars* movie, *Space Invaders* was the arcade game that paved the way for today's videogames. The simple graphics and straightforward play make the game a natural for Game Boy. As rows of aliens drop closer and closer to your laser-equipped spaceship, zap them before they crush your land base.



Taito

Super Marioland

Princess Daisy has been kidnapped and it's up to Mario (with help from Luigi in the two-player option) to save her. In general, the rules of the *Super Mario Bros.* games for the NES apply to *Super Marioland*. Mushrooms and fire flowers are still power-ups, stars make you invincible for a short time, and some pipes lead to bonus rooms filled with coins. It's the same fun on a smaller screen.



Nintendo

Tetris

Nintendo has enough confidence in *Tetris* to include it with every Game Boy sold — and it's easy to see why. As different-shaped blocks fall into a pit, you must rotate them and drop them into columns. Each time a horizontal line is filled, it disappears, opening any gaps beneath it. Incredibly fun, incredibly successful.



Nintendo

Wizards and Warriors X: Fortress of Fear

No one has heard from the evil wizard Malkil in 17 years — but he's about to seek revenge in *Wizards and Warriors X*. Princess Elaine has disappeared, and only you remember that Malkil vowed revenge when you challenged him with your IronSword. Leaveno stone unturned — what you find beneath them may save you.

Acclaim



World Bowling

Add bowling to the growing list of sports games available for Game Boy. *World Bowling* was designed to maximize the potential of the small machine — its simple graphics and size relationships suggest a real bowling alley. You can even choose the weight of your ball and the power and spin you want on each shot. With good animation, *World Bowling* is sure to make a mark in the sports game market.



Romstar

GP

ADVERTISER'S INDEX

COMPANY	PAGE NUMBER
Acclaim	11
Activision	57
Atari	19
Asuka	5
Bullet-Proof	1FC
Capcom	1BC
Data East	55
Electro Brain	9, 21
Greer & Associates	7
HAL America	25
Konami	BC
Meldac	23
Ocean	1
SNK	15
Taito	13
Toho	27
Video Game Express	80
Game Player's	
Sweepstakes	17
Subscription	59
Pro-Tip Hotline	61

DIRECTORY

Absolute
251 Rock Road
P.O. Box 116
Glen Rock, NJ 07452

Acclaim
71 Audrey Avenue
Oyster Bay, NY 11771

Accolade
550 South Winchester Blvd.
San Jose, CA 95128

Actionvision
(a division of Mediagenic)
3885 Bohannon Drive
Menlo Park, CA 94025

Asmik
Wells Fargo Bank Building
444 South Flower St.
Suite 1600
Los Angeles, CA 90071-2975

Asuka
17145 Von Karman Avenue
Suite 110
Irvine, CA 92714

Bandai
12951 East 166th Street
Cerritos, CA 90701

Bullet-Proof
8337 154th Avenue, NE
Redmond, WA 98052

Capcom
3303 Scott Boulevard
Santa Clara, CA 95054

CSG Imagesoft
9200 Sunset Boulevard
Suite 820
Los Angeles, CA 90069

Culture Brain
15315 N.E. 90th Street
Redmond, WA 98052

Data East
1850 Little Orchard Street
San Jose, CA 95125

Electro Brain
573 East 300 South
Salt Lake City, UT 84102

FCI
150 East 52nd Street
34th Floor
New York, NY 10022

Gametek
2999 N.E. 191st St.
Suite 800
North Miami Beach, FL 33180

Hal America
7873 S.W. Cirrus Drive
25-F
Beaverton, OR 97005

Hi-Tech Expressions
584 Broadway
Suite 1105
New York, NY 10012

INTV
3541 B. Lomita Blvd.
Torrance, CA 90505

Irem
8335 154th Avenue NE
Redmond, WA 98052

Jaleco
310 Era Drive
Northbrook, IL 60062

Kemco-Seika
20,000 Mariner Avenue
Suite 100
Torrance, CA 90503

Koei
One Bay Plaza
Suite 540
1350 Bayshore Highway
Burlingame, CA 94010

Konami
900 Deerfield Parkway
Buffalo Grove, IL
60089-4510

LJN
(a division of Acclaim)
1 Spring Street
Oyster Bay, NY 11771

Meldac
Suite 2201
1801 Century Park East
Century City
Los Angeles, CA 90067

Milton Bradley
443 Shaker Road
East Longmeadow, MA
01028

Mindscape
(a division of The Software
Toolworks)
60 Leveroni Court
Novato, CA 94949

Natsume
1243A Howard Avenue
Burlingame, CA 94010

Nexoft Corp.
3868 Carson Street
Suite 211
Torrance, CA 90503

Nintendo of America
4820 150th Avenue, NE
P.O. Box 957
Redmond, WA 98052

Ocean
2161 O'Toole Avenue
Suite G
San Jose, CA 95131

Romstar
22857 Lockness Avenue
Torrance, CA 90501

Seta
22301 South
Western Avenue
Suite 107
Torrance, CA 90501

SNK
246 Sobrante Way
Sunnyvale, CA 94086

Square Soft
Westpark G-1
8347 154th Ave. NE
Redmond, WA 98052

Sunsoft (Nintendo)
11165 Knott Avenue
Cypress, CA 90630

Taito Software
267 West Esplanade
North Vancouver, B.C.
Canada V7M 1A5

Toho
2049 Century Park East
Suite 490
Los Angeles, CA 90067

Tradewest
P.O. Box 1796
2400 South
Highway 75
Corsicana, TX 75110

Ultra
900 Deerfield Parkway
Buffalo Grove, IL 60089

Vic Tokai
22904 Lockness
Avenue
Torrance, CA 90501

VIDEO GAMES EXPRESS

WE'VE DECLARED WAR ON HIGH VIDEO GAME PRICES

NINTENDO	NINTENDO	GAME BOY
Adv. Magic Kingdom \$39.95	Muppet Adventure TBA	Bases Loaded \$22.95
All Pro Basketball 34.95	Narc 39.95	Batman 24.95
AI Unser's Racing 39.95	Nightmare on Elm Street 39.95	Boxle 22.95
Arch Rivals TBA	Ninja Gaiden 2 44.95	Bubble Ghost TBA
Arkista's Ring 29.95	Nobunaga's Ambition 49.95	Bug's Bunny Castle 22.95
Back to the Future 2&3 39.95	Pictionary 39.95	Castlevania 24.95
Bandit Kings Anc. China TBA	Pinball Quest 34.95	Cosmo Tank 24.95
Bases Loaded 2 39.95	Pipe Dream 34.95	Daedalian Opus 19.95
Batman 34.95	RBI Baseball 2 36.95	Dexterity 24.95
Battle Chess 34.95	Remote Control 29.95	Double Dragon 24.95
Battle Tank 32.95	Rescue Rangers 39.95	Dragons Lair TBA
Beetlejuice TBA	Robocop 39.95	Fist of North Star 22.95
BIGFOOT 37.95	Romance of 3 Kingdoms 54.95	Fortress of Fear 24.95
Cabal 36.95	Sesame Street ABC 29.95	Gargoyles' Quest 24.95
Captain Skyhawk 44.95	Sesame Street 123 29.95	Ghosts 2 TBA
Castlevania 3 42.95	Skate or Die 2 29.95	Heavyweight Boxing 22.95
Caveman Games 39.95	Solstice 39.95	Hyper Lode Runner 22.95
Chessmaster 39.95	Solar Jetman 44.95	In Your Face TBA
Days of Thunder 44.95	Spot 39.95	Kwik 22.95
Destiny of an Emperor 44.95	Street Fighter 2010 39.95	Light Boy Accessory 22.95
Dick Tracy 42.95	Super C 35.95	Lock 'N Chase 19.95
Dirty Harry 42.95	Super Off-Road 39.95	Malibu Beach V-Ball 19.95
Double Dragon 29.95	Swords & Serpents 39.95	Mercenary Force TBA
Double Dragon 2 44.95	Tecmo Bowl 39.95	Motocross Maniacs 22.95
Dragon Warrior 2 TBA	Teenage Mutant 39.95	NBA All-Star Chall. TBA
Dragons Lair TBA	Ninja Turtles 35.95	NFL Football 22.95
Dungeon Magic 44.95	TMNT: The Arcade Game TBA	Nemesis 26.95
Dusty Diamond Softball 34.95	The Punishers TBA	Paperboy 22.95
Fast Break 39.95	The Simpsons TBA	Penguin Wars 24.95
Gauntlet 2 45.95	Thunderbirds 32.95	Pipe Dream TBA
Genghis Khan 49.95	Tombs & Treasures 39.95	Quarth 22.95
Ghostbusters 2 34.95	Top Gun: Second Mission 37.95	Shanghai 24.95
Goal 39.95	Total Recall 39.95	Skate or Die 24.95
Hollywood Squares 34.95	Ultimate Basketball 39.95	Spiderman 24.95
Hoops 36.95	Wheel of Fortune-Family 39.95	Spot TBA
Hunt for Red October TBA	Win, Lose or Draw 29.95	Super Scrabble TBA
Image Fight 39.95	World GP (Andretti's) 39.95	Teenage Mutant 26.95
Jeopardy-25th Anniv. 39.95		Ninja Turtles 26.95
Journey to Silius 39.95		Wheel of Fortune 26.95
Kid Kool 34.95		
Klax 34.95		
Little League Baseball 35.95		
Loopz 34.95		
Ms. Pac Man 34.95		
Mad Max 39.95		
Mafat Conspiracy 34.95		
Maniac Mansion 44.95		
Mega Man 29.95		
Mega Man 2 39.95		
Mega Man 3 TBA		
Mission Impossible 35.95		

OUR POLICY: VISA & MASTERCARD accepted • No surcharge for credit card orders • Your card is not charged until we ship • No shipping charges on backorders for currently available product(s) • Separate orders for product(s) not yet available • Two weeks clearance on personal and company checks • No C.O.D.'s • We will gladly exchange defective cartridge(s) for the same title only within 30 days of purchase. No other exchanges or refunds will be given. All items subject to availability. Prices subject to change without notice • SALES TAX: FL residents add 6% to order.

SHIPPING POLICY: Continental US: All orders ship via UPS Ground for \$3.50 or UPS Blue Label (2nd Day Air) for \$6.00 • Alaska, Hawaii & Puerto Rico: Call/write for info. Canada: All orders ship UPS-call for rates. VGE • 1120 Holland Drive #16 • Dept GB11 • Boca Raton, FL 33487

PHONE ORDERS: 407-241-8511 FAX ORDERS: 407-241-8609

GARGOYLES

Q.U.E.S.T.



GRAPHICS SO REAL YOU'LL FORGET IT'S ONLY A GAME



Boy! Enchantment and excitement await you in Gargoyles' Quest.

Prepare to do battle as Firebrand, the last Guardian Gargoyle of the Ghoul Realm. You must act quickly to defend your world against an invading army of



Destroyers. Fight your way through enemy forces to reach the dimensional portal that leads to your home world. Once there, the true nature of the quest begins.

The King of the Ghoul Realm has been kidnapped and it's up to you to save him. Blast the attackers with fiery breath as you fly through their defenses. Unravel the mysteries of this multilevel universe to succeed in conquering the Destroyers and freeing the captive King.

• Highly-detailed artwork sets new standards for the Game Boy!

• Advanced playability, highlighted with 360 degree scrolling.

• Hours of entertainment await you in this diverse adventure.



CAPCOM
USA

3303 Scott Blvd.
Santa Clara, CA 95054
(408) 727-0400

Think Fast!



Introducing QUARTH.™ The action packed, mind bending puzzle challenge of your life.

Look out! Ultra's QUARTH is the most tortuous tag team test of

brain power and fire power ever to storm your Game Boy.™

Can you stop the puzzling rain of bionic block patterns from crushing you to a pulp? To find out, pick the playing field. Choose a blockbuster ship. Then cruise the Quarthdome using your rapid fire fingers to blast away at block patterns and pile on the points. Collect power boosters along the way and you may even charge into bonus stages where it's you against the clock and the unstoppable blocks of QUARTH. But use your head or you'll lose it, because without a strategy there's sure to be a tragedy.

Double the action with Video Link™ and take on a friend. But whatever you do, take on QUARTH. Just remember, think fast or you'll be puzzled into extinction.

ULTRA®
GAMES



Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation. QUARTH™ is a trademark of Ultra Software Corporation. Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America, Inc. © 1990 Nintendo of America, Inc. © 1990 Ultra Software Corporation. All rights reserved.

